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CRASH

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No. 95 January 1992

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ABANDON SHIP! IT'S ZEPPELIN'S

TITANIC BLINKY!

EXCLUSIVE Demo and Review

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100% SPECTRUM!

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On your CRASH Powertape!

TWO COMPLETE GAMES!

BOUNCES
Denton Designs

SPY V SPY 3
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An Exclusive Demo
TITANIC BLINKY
Zeppelin

PLUS

POKE ZONE
Playing Tips on cassette

Eek! Where's me fab cassette?! Ask your newsagent!

EXCLUSIVE!

BUBBLE DIZZY

REVIEW

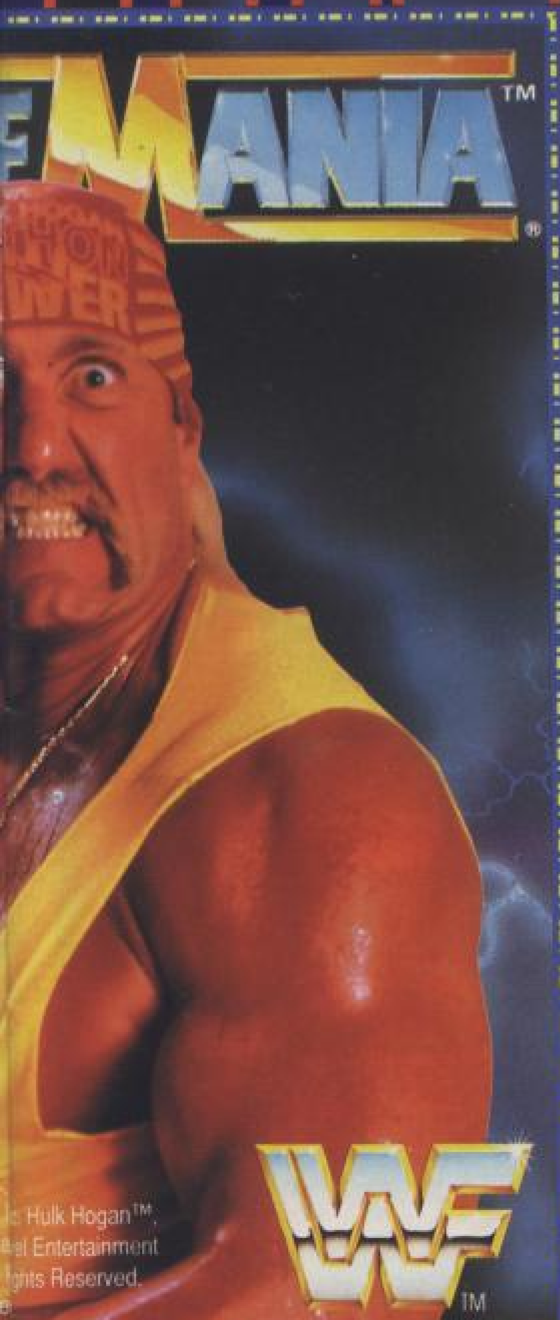
PLUS

WWF, ROD-LAND, SPACE CRUSADE, LOONEY TUNES, DOUBLE DRAGON III, BIG NOSE, CISCO HEAT, PITFIGHTER

INSIDE! FINAL PART OF A FAB 1992 CALENDAR POSTER TO COLLECT!

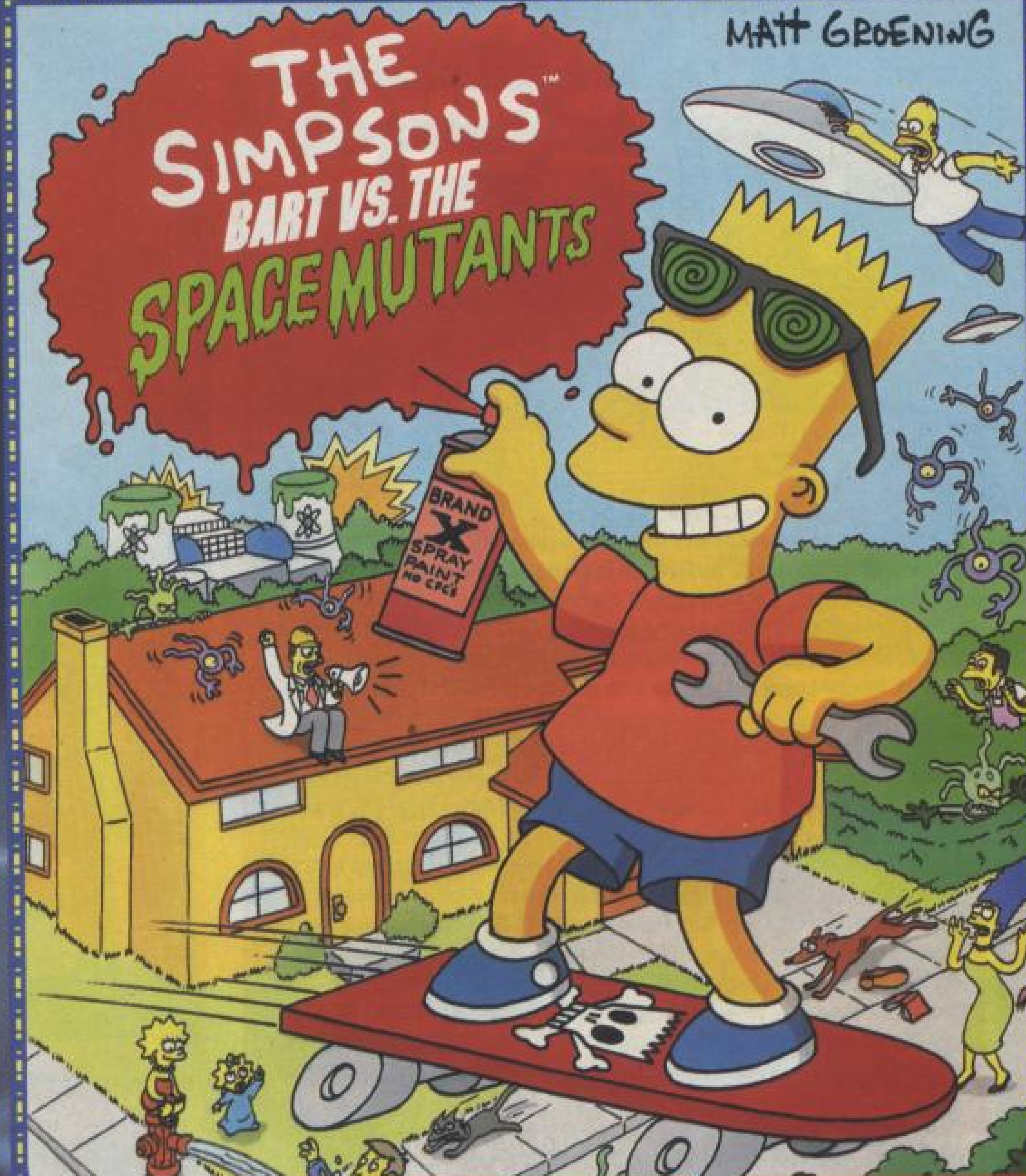

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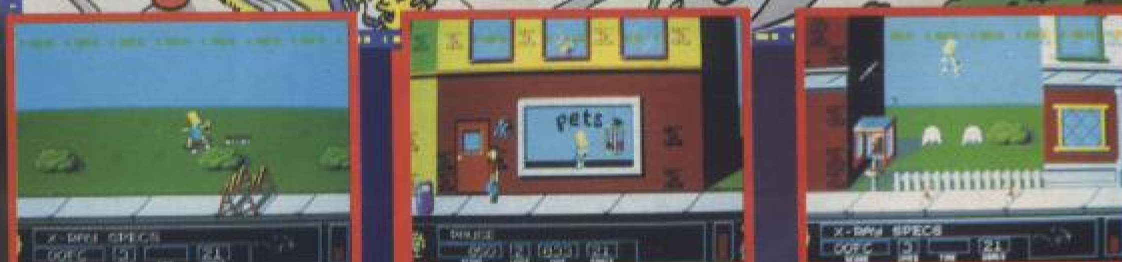
THE ACTION





DO WHEN THE
WORLD AND HULKAMANIA™
ON YOU!?





Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:
SPACE MUTANTS ARE INVADING SPRINGFIELD
That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!
Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
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Candid CRASH

Crash for President

'Christmas time, mistletoe and whine (whoops sorry, wine), children singing Christian rhyme' and all that load of soporific seasonal Cliff Richard *garbage*! Thank God it's all over, I say.

Yes folks, Chrimbles has come and gone, 1992 is rapidly approaching and soon we'll all be Euro-peeps, spending ECUs and yabbering away in blinkin' froggy-speak (no offence intended to our French readers — much).

Corky's really looking forward to it, though. He keeps coming into the office with frilly skirts on, doing the Can-Can on the desks and saying 'ooh la-la' a lot (at least he did until Nicko bashed him with a large lump hammer, now he just says 'oooch' a lot).

One good thing about this European lark, I'm reliably informed by a very top nobby Euro-prat that the price of booze is gonna plummet in our beloved country when we become one with all them foreigners.

Anyway, back to CRASH. As you can see, we've got the mega *Bounces* and the last *Spy Vs Spy* instalment on the cover tape, as well as the return of Pokemania (now known as Poke Zone 'cos some other BAST 'arf-inched our original title). We've got all the other regulars — previews, reviews, tips etc — a new technical page and much more besides. Dive in and see!

And since it's a new year and 'cos we love you so much etc etc, we've got a FULL COLOUR issue this month! And what's more, we're gonna try and keep it that way — 100% colour, 100% Speccy, 100% brilliant!!

See y'all next month

OLI FREY'S 1992!

Here you go, all — the second part of our fantastico double sided poster-calendar, brought to you courtesy of the wonderfully mega-brill talents of Oliver Frey (autographs by appointment only). Unless you're a complete drongo, you'll have saved the other half of the poster from last month's issue. Now all you do is rip it out, cut off the little white bits at the edges, get out the sticky tape, stick 'em together and slap it on the wall. Easy, huh?







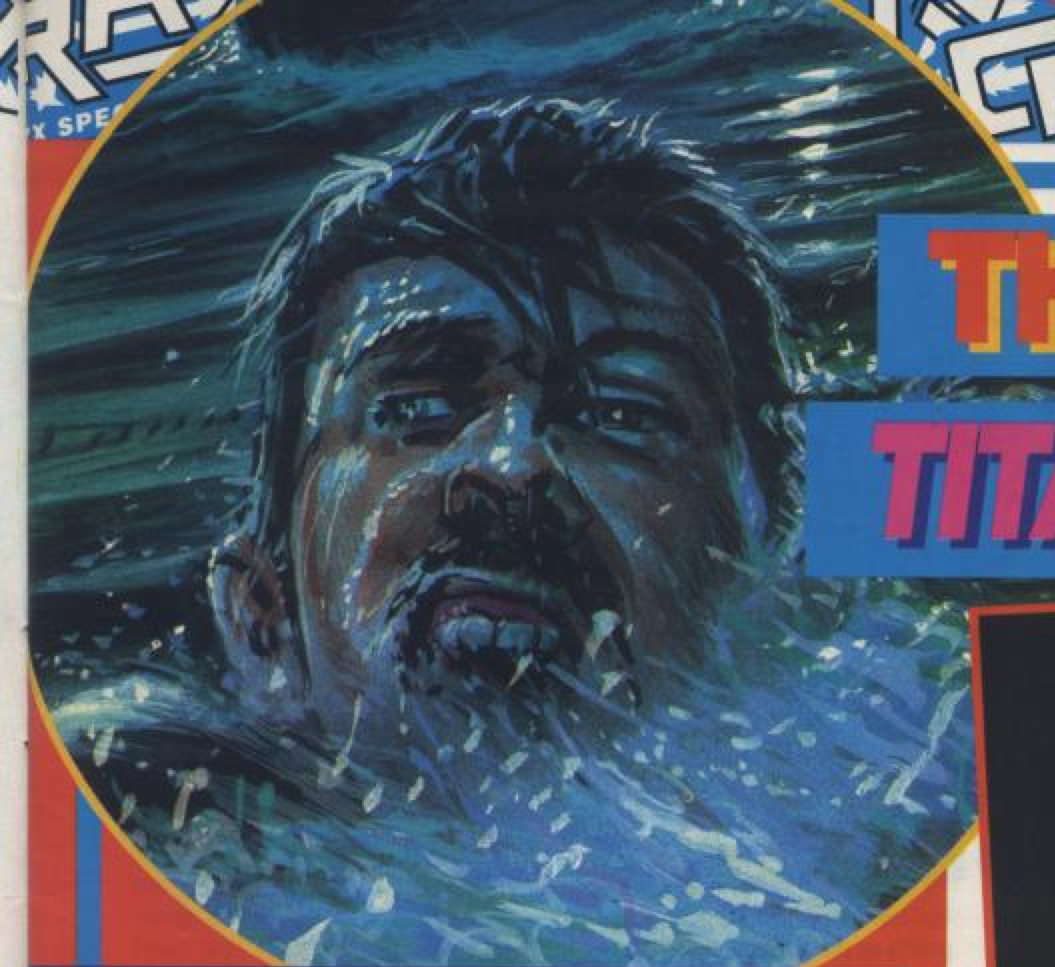


Coming to you live from CRASH Towers are: Editor Lucy 'Whiplash' Hickman Deputy Editor Nick 'One Drink And He's Anybody's' Roberts Production Editor Warren 'Monster Munch' Lapworth Staff Writer Mark 'Whip Me' Caswell Adventures Ian 'Pot Noodle' Osborne Art & Design Mark 'Not tonight I've got a headache' Kendrick, Charlie 'Chastity' Chubb Systems Manager Ian 'Soft-top' Chubb Screenshots Michael 'Fatso' Parkinson Publisher Roger 'Sir' Kean Advertisement Manager Sheila 'Vera Duckworth' Jarvis Advertisement Sales Executive George 'Dougal' Keenan Advertisement Production Jo 'Little Bum' Lewis Production Jackie 'It's not my job' Morris Reprographics Rob 'Go 'n' Wash' Millichamp Managing Director Jonathan 'Call Me In A Restaurant' Rignall Circulation Manager David 'Sir Chris' Wren Accounts Sheila 'Pin-up' Adams Subscriptions David 'Jingle Bells' Bingle Produced using Apple Macintosh II computers running Quark XPress and Adobe Illustrator 3.0 Printing BPCC Business Magazines (Carlisle) Ltd Distribution COMAG, Tavistock Road, West Drayton, Middlesex.

ABC

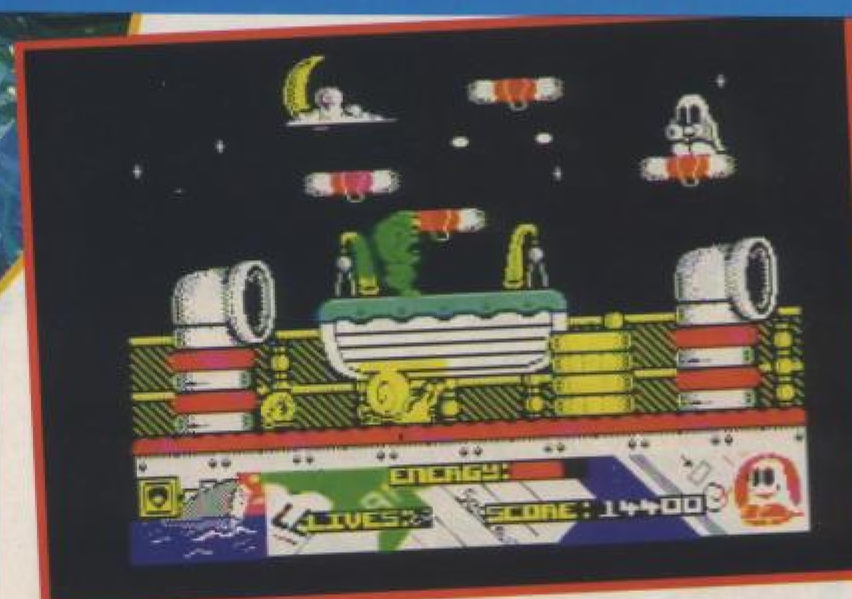
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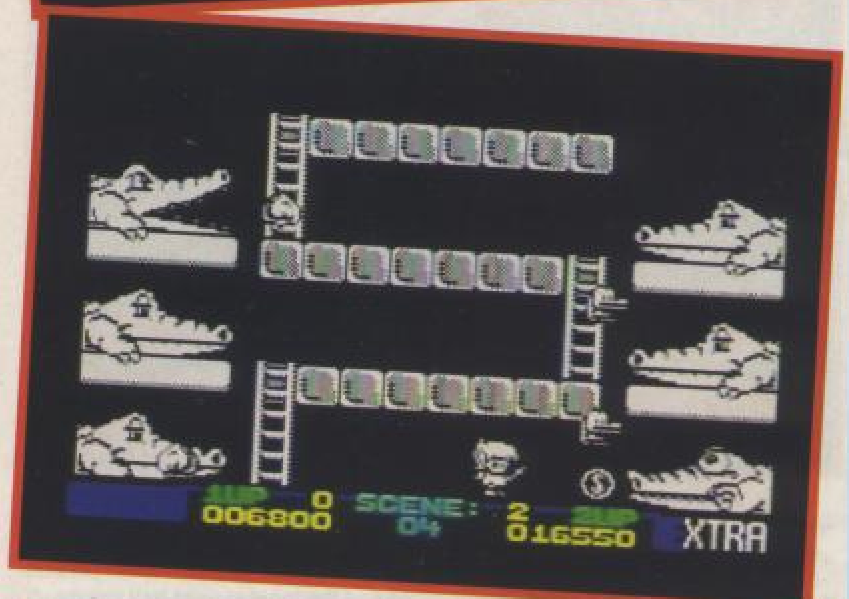
This month's cover: Titanic Blinky/Bubble Dizzy. Cover design by Oliver Frey. Powertape inlay by Mark Kendrick.



THIS ISSUE...

TITANIC BLINKY





★ REGULARS ★

✪ January trip to Games City... ✪

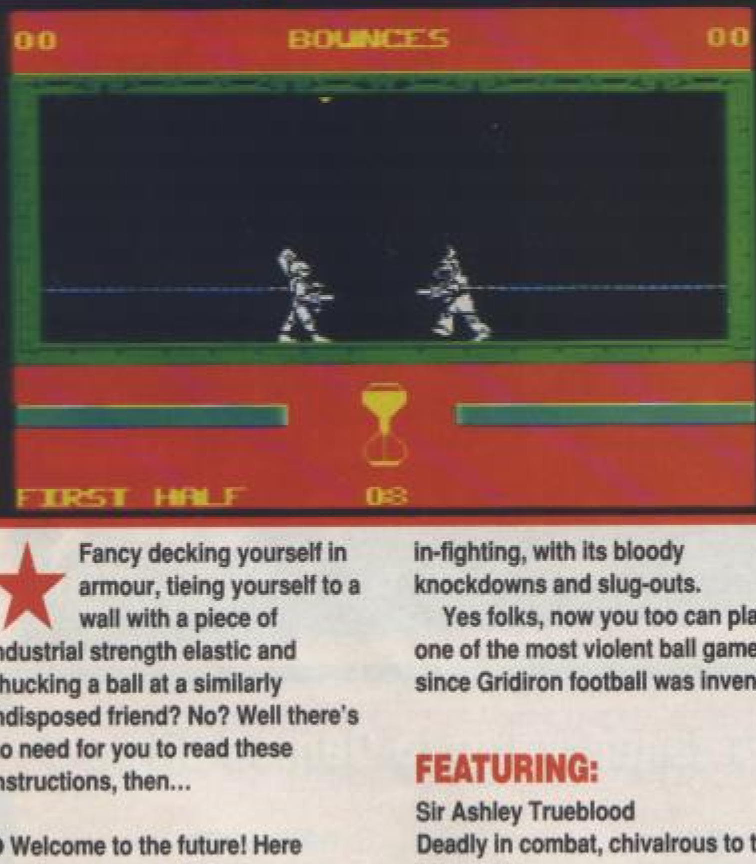
Game Thrills... page 6

- **BOUNCES** full game from Denton Design
- **SPY Vs SPY III** full game from The Software Business!
- **TITANIC BLINKY** exclusive playable demo!
- **POKE ZONE** cheats on tape!

game thrills

Bring your speccy alive with another stack of games!

Bounces
Complete Game



Fancy decking yourself in armour, tieing yourself to a wall with a piece of industrial strength elastic and chucking a ball at a similarly indisposed friend? No? Well there's no need for you to read these instructions, then...

● Welcome to the future! Here there's no war, politics or unemployment — everyone's a proud employee of one of the Eco-zone corporations. We're all genetically perfect, work hard and enjoy the fun, fun, fun of the Bounces arena.

Our corporation-sponsored warrior clones are a mean bunch of muthas. They're given roller boots (with Frictoe caps), personalised body armour and helmets. Then a Bounces ball snatcher is stuck in their right hand and they're flung into the arena.

The object is to pitch the Bounces ball (low-grav slugdomium sphere) through the goal slots. But the crowd goes wild when the players go for the in-fighting, with its bloody knockdowns and slug-outs.

Yes folks, now you too can play one of the most violent ball games since Gridiron football was invented.

FEATURING:

Sir Ashley Trueblood
Deadly in combat, chivalrous to the defeated!
Sponsor: Knight-Techni-Corp
History: Has suffered no knockdowns or slug-outs in two years of Bounces play with the KNIGHTS

VERSUS!

Erik the Red
He plays dirty to win!
Sponsor: Viking-Synthi-Corp
History: Undefeated world champion with the VIKINGS

GAMEPLAY

A Bounces bout lasts just three minutes (90 seconds each way). In that time you try to score as many points as possible by pitching the Bounces ball through the slots in the ceiling of your opponent's half.

Each Bounces player wears roller boots fitted with friction toe-caps, personalised body armour and helmets. Both carry the deadly Bounces snatcher — part weapon, part ball scoop. And finally, just to make things difficult, each player is attached to his back wall by plas-flex wire.

Control options

Left/right: Moves the Bounces player towards his opponent or lets the plas-flex wire tow him backwards
Up: Makes the player jump and allows the plas-flex to tug him back fast!
Down: Makes the player squat or duck. It also engages the friction toe-caps. In a squat the player can hold his position indefinitely

THRILLS ON TAPE

Prepare to have your thrill circuits blown to smithereens as the latest Powertape leaps from the cover of CRASH and smacks you round the head with a pink aardvark called Gerald. Share and enjoy!

SIDE A
Spy Vs Spy III
Bounces

SIDE B
Titanic Blinky Demo
Poke Zone

Check the inlay for loading instructions. Should your Powertape prove faulty, send it to: ABLEX AUDIO VIDEO LTD, CRASH #95 POWERTAPE, HARCOURT, HALESFIELD 14, TELFORD, SHROPSHIRE TF7 4QR. A healthy Powertape will wing its way to you. Please allow 28 days for delivery (though we'll try to be quicker).

Catching and pitching the Bounces ball

Your Bounces player retains possession as long as you keep your finger on the fire button. Release the button and the Bounces ball accelerates away from the player.

Battles
Press the fire button and swing the player's arm forward to connect with his opponent.

Scoring goals
You score points each time you pitch the ball through one of the goal slots in your opponent's half. The slot nearest to the ball dispenser (at centre court) scores low, the slot closest to the opponent's back wall scores high. You score an own goal if you pitch the ball through the slot in your own half.

Attacks
You gain points each time you batter your opponent to the ground (a knockdown) or strike him with the ball (a slug-out). If your player's stamina falls to zero the game is forfeit to your opponent.

CONTROLS
Bounces is compatible with Fuller, Kempston, Sinclair and Protek joysticks. Keys: 1/Advance, 2/Retreat, 3/Squat,duck, 4/Jump,stand up, 5/fire. Control your player's arm by using keys 1–4 while holding down 5. Releasing 5 fires the ball.

Spy vs Spy 3

Arctic Antics

Complete Game

And now, the end is near, tah tah te-tah... CRASH presents the third and final game (sniff!) based on *Mad* magazine's fiercest rivals, the black and white spies. Play against the computer or get a friend to play the black spy as you chuck snowballs, cut holes in ice and detonate explosives in this appropriately wintery game.

● Your mission is to locate and launch a subterranean intergalactic rocket before this year's worst arctic blizzard hits. To launch the rocket, collect the following: rocket entry punch card, guidance gyroscope and uranium fuel capsule. Unless you're carrying the launch briefcase, you can only carry one item at a time. Your opponent has the same mission (what a surprise!).

To aid you, you have the all-in-one, multi-purpose Arctic Trapulator.

Keys

PLAYER 1		PLAYER 2
K	Move Left	N
L	Move Right	M
A	Move back/up	P
Z	Move forward/down	L
C	Access Trapulator Pick up/drop object Select/activate booby trap	B
BREAK	Return to option screen	

This handy little gadget is complete with a computer-generated mapping system and a few items for building nasty little traps for your opponent (what a sadistic bast you are). Your opposite number has his own Trapulator with which to drop some nasty little messages.

OPTIONS AND BASIC PLAY

When the game's loaded, you're presented with a number of options. These are: number of players (one or two), difficulty level (press Q), computer player intelligence (press X) and rocket launch site revealed or hidden until the end (press Z).

Press C when you've made your selections.

Picture the screen as a three dimensional area where you go left and right or in and out of the screen. Move your figure by pushing the joystick left and right. When the figure reaches the extreme left or right, the screen scrolls. Move the figure in and out of the screen by moving the joystick up or down.

Along the background and foreground areas are gaps. These are passageways through which you find other parts of the arctic.

Pressing fire while in range of any object lifts it. Items may be hidden by snow mounds and found only if you're lucky. If you're not, your opponent has placed a booby trap there, blowing you to smithereens...

USING THE TRAPULATOR

The Trapulator allows you to store and use various items and tools useful for completing the mission. Underneath each player's screen are a number of icons. These represent the items needed in your mission. Above the icons are indicators that tell you whether you have at least one of that item. If you find an object, pick it up by standing over it and pressing fire. Pressing fire again stores it in your Trapulator.

COMBAT

In the previous *Spy Vs Spy* games, combat was with swords. However, as you're in the arctic, the quickest way to lower your opponent's body temperature, speeding his demise, is with a good, old fashioned snowball fight. The spies may throw snowballs only when both spies are in the same quadrant.

To throw snowballs you must:
1. Stand in snow (*not* ice).
2. Face the direction you wish to throw the snowball and ensure you're not standing over any objects.
3. Hold fire down and move in the direction of the throw.
4. Repeat step 3 if you wish to throw another.

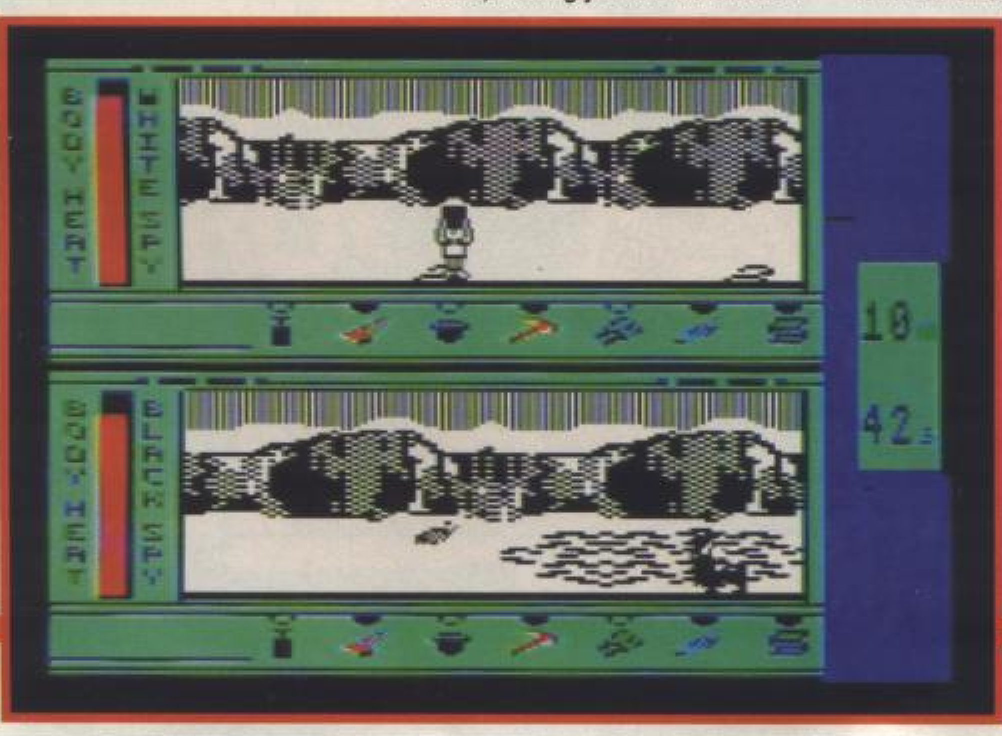
BOOBY TRAPS

Select any of these traps if you have them in your inventory: saw, ice pick, hammer, dynamite and water bucket.

To place a trap, simply press fire twice, use up and down to select the trap, then press fire again to hold the trap. Position your spy where you wish to place the trap, hold down fire and push up. The trap disappears. Once set, either spy may set a trap off.

Hole-in-the-ice trick: By selecting the saw, your spy cuts a hole in the ice. Both spies must then avoid that spot.
Booby-trapped icicles: Use the ice pick to chip away at a hanging icicle. It will fall on the next player to go underneath it.
Ice water bucket: Spilling water on the ice causes slippery spots that get in your opponent's way (and make him slip on his ar—).
Dynamite plunger: Use this to blow your opponent up. Sticks of TNT are limited but useable by any spy. Bury TNT in the snow but remember where you buried it because you can only move your own dynamite once it's set. Use the plunger to detonate TNT by remote control. However, each spy may only use the plunger that matches his colour.

To use your plunger:
1. Find your plunger and store it in your Trapulator.
2. Find and bury sticks of TNT.
3. Watch the movements of your opponent. If he gets near the TNT you've buried, access the Trapulator, select the plunger and set it off at the right time.



NATURAL HAZARDS

There are a number of hazards at the arctic. These are:
Blizzard: This hits with full force when the clock reaches zero. As the blizzard gets closer, it becomes more difficult to move around.
Thin ice: Shown as dark patches in the snow. Unwary spies can fall in this. Get out by moving in tight circles.
Drowning: Spies can't swim so don't stay in the water too long.
Deep snow: Some areas have deeper than normal snow. If you don't use snow shoes in these areas your body temperature drops rapidly.
Hanging icicles: While not normally dangerous, these may be booby-trapped by the other spy.

MAP

Except when both spies are on the same screen or you're in snowball mode, you can read your map. Shown on the map are:
1. A flashing area showing you're current location.
2. Quadrants containing white squares show the location of the three required objects and/or the launch briefcase.

LOSING THE GAME

Keep a careful eye on the temperature of your spy. If the level of the mercury reaches the bottom of the thermometer, your spy freezes to death. Raise your body temperature by either avoiding the items that lower your temperature — such as snowballs and walking in deep snow — or stand by a fire, found in igloos.

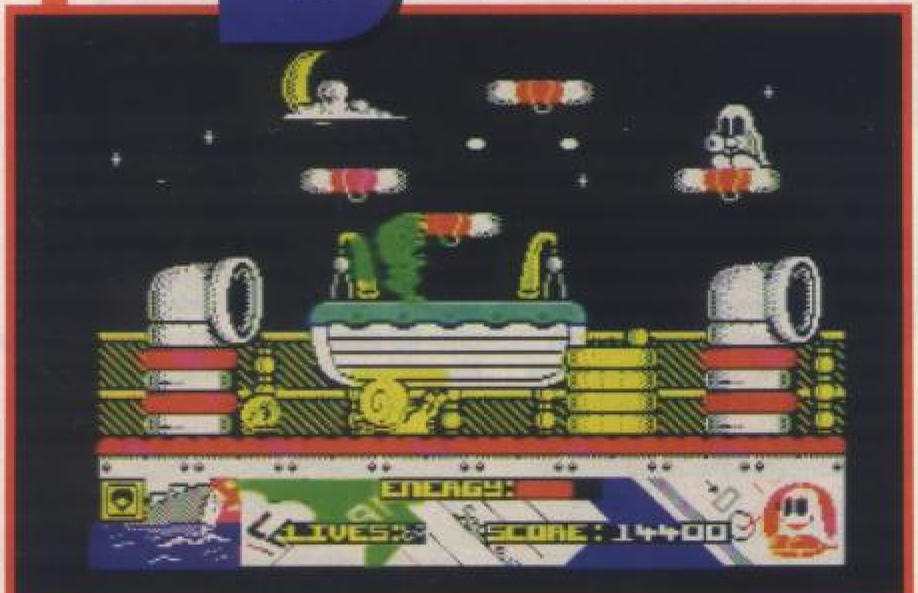
ENDGAME

The game ends when either your spy dies or he leaves the arctic in the escape rocket. You can only enter the rocket if you have all three items and the launch briefcase. To enter the rocket, simply walk up to the entrance. If any of the items are missing, you're persuaded to go and find them!

Titanic Blinky

Exclusive playable demo





Spookarama (Arizona)! Famous landmarks and even whole cities are transforming into unusual objects! There's something *very* odd going on, and you can begin the investigation in this very demo. Stick a sheet of you're head and whisper 'Woo! *Woooo!!*', 'cos Blinky's back!

● Arthur J Hackensack, power-mad oil billionaire, Texan landowner, chairman of several major film studios and proprietor of the Ritz Bingo Hall in Milton Keynes (open most weekday nights from 7.30 onwards) craves world domination. To this end, he's kidnapped the ultra-famous paranormal scientist Professor Frobisher Goonhilly, forcing him to work on a weapon of awesome destructive power.

In past psychic research, the professor perfected a means of storing the negative energy produced in haunted buildings, hoping this would supply a non-pollutant form of power. Now, using the strange matter-warping properties of negative psyche, Goonhilly's super weapon changes the Isle of Wight into a large custard slice as a demonstration of Hackensack's evil intent.



At first it seemed nothing could stop Hackensack, with New York being turned into an enormous bath sponge (curiously, no one noticed). Paris refused to capitulate until the Eiffel Tower was turned into a toast rack and two-piece condiment set. The Tower of London wasn't spared: the ravens were transformed into ostriches, which rather surprised the beefeaters — but not half as much as it surprised the ravens!!

Conventional forces useless against psychic energy, the world governments looked to a new breed of hero, and so Blinky, spooky star agent of SPECTRE (Society for the Prevention of Ectoplasmic Crime, Telekinetic misuse and Reality Endangerment), is immediately put on the case. Armed only with an ectoplasmic gun and a case full of disguises, the courageous spook is parachuted onto the deck of Hackensack's base ship, the newly raised SS Titanic...

Move Blinky quickly through the various decks on the Titanic, collecting objects that help him stop Hackensack in his tracks. But beware! Intricate traps and minions sap Blinky's energy if they get their hands on him.

Welcome aboard...



CONTROLS

Keep the spook happy with a Sinclair joystick or the following keys: Q/jump, O/left, P/right, M/fire.



Reckon you could write a game for the CRASH Powertape?

● All you amateur programmers out there in Speccyland could see your game on a future Powertape (and earn a bit of dosh), if you send us a tape or disk of your hard work. We'd appreciate a letter explaining the gameplay, 'cos we ain't telepathic. If your game passes the CRASH reviewer test it may appear on the tape! The address is: EUROPRESS IMPACT LTD, CRASH POWERTAPE GAMES, LUDLOW, SHROPSHIRE SY8 1JW.

Name ....

Address ....

....

.... Postcode ....

Telephone (daytime) ....

Telephone (evenings) ....

● **IMPORTANT!** ***Please sign this declaration:***

This program is submitted for publication by CRASH Ltd. It is wholly my/our own work and I/we agree to indemnify CRASH against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house and I/we will inform you in writing in the event of this happening.

Signed ....

Date ....

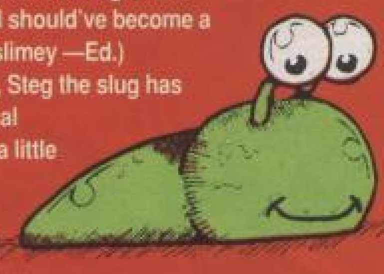
Remember we will NOT consider any game for publication if you don't enclose this form (or a photocopy) with your game.


Lemmings
TM
AVAILABLE NOW! FOR YOUR SPECTRUM
EUROPEAN GAME OF THE YEAR!!
STOP
"Lemmings has all the makings of a classic". AMAZING COMPUTING – USA.
"An unbelievably simple idea has generated one of the most addictive games of all times". MICROMANIA – SPAIN.
"A fiendish game concept – you'll hang on to your mouse till dawn. Lemmings is a soul mate!" 92% POWERPLAY – GERMANY.
"No matter what appears in the next six months, Lemmings will rank as the most original entertainment concept of 1991". OMNI MAGAZINE – USA.
"This is by far the most addictive, puzzling and entertaining computer game released in the last 5 years". COMPUTE's Amiga Resource – USA.
"Set to become the most talked about form of computer entertainment ever". 96% THE ONE – UK
"Exceptional!!! This game is truly exceptional! Lemmings is the most original video game since Packman". 98% TGM – ITALY
"Certainly the funniest, the most addictive and most playable game available on Amiga and ST. The Game of the Year". 100% GENERATION 4 – FRANCE.
"Lemmings, game of the century? Who knows! Game of the decade, its almost a certainty . . ." MICRONEWS – FRANCE.

happenin

EEK! A SLUG!

You've all seen that sickening Prudential advert where an obnoxious little brat whines 'I wanna be a slug'. Well now he can be with *Steg*, a wacky new cartoon puzzle arcade game from the King of the Cutseys — *Code Masters*. (That kid should've become a Prudential rep — they're all pretty slimey —Ed.)



Despite being an IT (ie, asexual), Steg the slug has overcome the problems of biological impossibilities and spawned loadsa little Stegs, T'yungunz (think about it, you'll see the joke in a minute —Ed), which are all the spitting image of their dad/mum — slimey, slippery but *cute*. (A cute slug? Unreal! —Ed.)

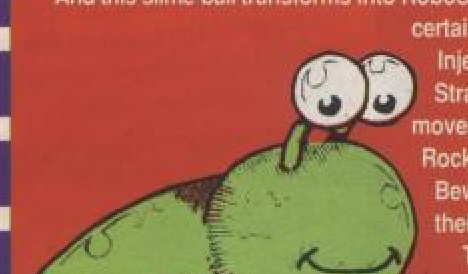
The main aim of the game is to keep as many baby crawlers alive as possible and this means feeding 'em. Lots. These kids are *real* hungry so you slither through a series of spooky caverns gathering maggots and other culinary 'delights'.

Steg slithers left and right along platforms, climbs walls, walks across ceilings and even jumps and blows bubbles. To collect food for T'yungunz, Steg traps bugs by enveloping them in a bubble which floats up then gives chase, controlling the bubble by blowing it in the right direction, until it reaches T'yungunz cosy nest. But watch out for the hazards along the way such as bubble-bursting spikes and fires.

Once you've satisfied the appetites in one nest, you move onto the next more difficult cavern and another bunch of starving brats.

There are puzzles a-plenty in *Steg* — bellows can help or hinder our hero in the fight to direct the bubbles. Trampolines are useful — sending Steg bouncing into the air and handy for getting bubbles up narrow vertical shafts.

And this slime-ball transforms into RoboSteg when you've collected certain objects — Nitrous Oxide Injection Kit (speed-up), ACME Strap-On Bionic Legs (easier movement and higher jumps) and Rocket Back-Pack (limited flying). Beware of the rockets, though, their jets can burst the bubbles.



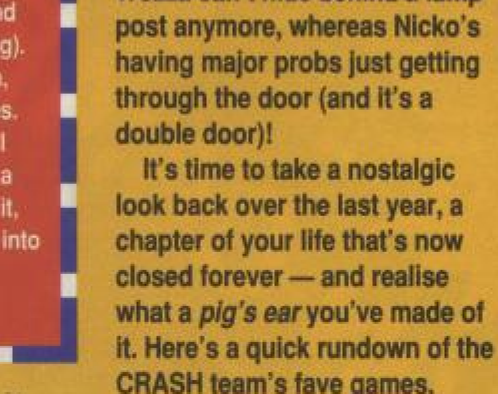
This game sounds bizarre. I mean, how can you make a slug seem cute? But if anyone can do it, Code Masters can — who would have thought you could make an egg into an adorable cult figure? Keep your eyes peeled for *Steg* over the next couple of months.

MOTORIN' MANSELL

Rev those engines, Formula One fans, 'cos racing ace Nigel Mansell, the British answer to brumming brilliance, is set to star in a sparkling new Speccy game and this time his gearbox won't blow up. Hopefully.

Veteran racing game creators, Gremlin, are laughing all over their faces, having bagged the exclusive rights to use the darling of the race track in a game. In the past they've come up with such gems as *Lotus Esprit Turbo Challenge* and *Toyota Celica GT Rally*, and now promise to take the hair-raising exploits of 'our Nige' and transform them into the cream of racing games.

The precise details of the Nigel Mansell game are being kept under wraps but we're reliably informed the main man will be seen from the cockpit of his now-legendary red mean machine. Oh, and it'll probably be about Grand Prix racing. The finished product will hit the streets around autumn.





At long last! A software company has come to it's senses and Got Real when in comes to game prices. So get out your cheesy grins and read on...

Budget specialists Hi-Tec are launching a new middle-priced label — The Premier Series — with Speccy software hitting the shelves for just £5.99, featuring all your fave cartoon characters such as The Jetsons, Daffy Duck and Bugs Bunny. The firm plan to release at least one such game a month — and hope other publishers will follow their lead.

Hi-Tech boss, David Palmer, had a bit of blah-de-blah about the new series: 'Our aim is to lead the market in the quality of games/value for money stakes, establishing our new price point

That's not

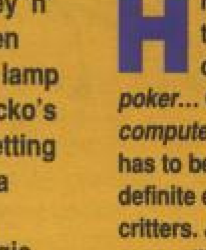
Wotcha matey-peeps! It's the end of the year and you're probably stuffed with turkey 'n' stuff (you fat basts!) — even Wozza can't hide behind a lamp post anymore, whereas Nicko's having major probs just getting through the door (and it's a double door)!

It's time to take a nostalgic look back over the last year, a chapter of your life that's now closed forever — and realise what a *pig's ear* you've made of it. Here's a quick rundown of the CRASH team's fave games, records and best SNOG (phwoar!) of 1991...

Lucy Hickman ● Editor

Hmm, fave game, that's a tricky one. There was this one stonkin' game of *strip poker*... Oh, sorry! We're talking *computer* games. Right, got you. It has to be... *Lemmings*. I feel a definite empathy with the little critters. Jumping off a huge cliff seems like a damn good idea when you've worked with this lot!

Fave record has gotta be 'I'm Too Sexy' from Right Said Fred, basically 'cos I am (ask anyone in the office — ignore the red-hot poker I'm holding near their bottoms).



As for best kiss (snog is such a *vulgar* word), since I'm from Wales, I must tell you about this amazing experience I had with this hunky sheep... On second thoughts, perhaps I won't...

Nick Roberts ● Deputy Editor

Yes, Lucy, I agree. That game of strip poker was a right laff, wasn't it?! As for computer

ngs!

t all!



Premier Series as the high volume, high earner for all our customers.'

HARD TALKING

Then he got down to the nitty-gritty



(this is what we want to hear —Ed): 'In the mid-1980s, the full price for a Speccy game was £5.95. Volumes (numbers sold) were tremendous, most publishers making very good profits.

'Then the big licence became the in thing and prices increased to £10 and above. Nowadays the majority of so-called full price game titles fail to make the first hurdle, sometimes having life cycles of only a few weeks before the overstocks are sold off cheaply and hands are soiled in a deal with a 'Budget Software Publisher'.

'Poor standards of software, the use of a licence to cover inferior software, long term policies of sell-offs and cheap compilations have led to a cynical attitude on the part of the consumer. Why bother paying £10 or £25 for something they can get on budget label in a short time at money they can afford?

'One asks why not just lower the retail price point of full price games to a level which would give acceptable volume/life cycle ratio?' Why indeed.

It's nice to see a software company actually taking the plunge and trying to stop the ridiculous rip-off of 'full price' games which has gone on far too long. This isn't to say there aren't some very good full-pricers but games are mostly for the kids and saving £10–£25 in pocket money can take one hell of a long time.

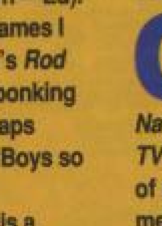
Whether Hi-Tec's new series will give the same quality as a full-pricer remains to be seen. Hold your breath, everybody, this could be the start of the revolution we've been waiting for far too long.



games... what are they? We usually review software from the inlay (this is, of course, totally untrue and Nick will be hanged by the neck at dawn —Ed). I'm only kidding. One of the games I enjoyed most was this month's *Rod Land*. All that dashing about bonking small bunnies (madam). Perhaps that's why I like the Pet Shop Boys so much!

My fave record of the year is a difficult one. The best musical 'experience' I had was the Pet Shop Boys 'Performance' concert in Birmingham. Absolutely brilliant.

What was the last question? Oh yeah. That's a real toughy. Mentioning no names, there was this party, see, and these two girls looked a bit fed up. We danced a bit, like you do, then suddenly we were in the corner and the rest is best left unsaid! I just wish I'd had my video camera with me at the time!



Mark Caswell ● Tea Maker & General Whipping Boy

Games, hmmm, that's a toughy. I guess it has to be a toss up between the brilliant *Narc* and last month's mega *Smash TV*. Both are ultra-violent, with plenty of mutilation for closet psychos like me. I can't stand these namby-pamby games where you have to save sickeningly cute little fairies and bunny rabbits (bleurgh!).

My fave song of the year is also a difficult choice. Most of the stuff in the charts was complete and utter crap. But as a tribute to Freddie Mercury, I'll have to say it's 'I'm Going Slightly Mad' by Queen ('cos I'm totally bonkers).

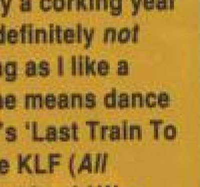
And as for best snog... My station in life means the girlies ignore me (aah, bring out the violins —Ed), so tonsil tennis is definitely out (sniff, sniff). Oh well, perhaps I can catch Lucy under the mistletoe (if I drug her first). (You'd bloody well have to! —Ed.)

Warren Lapworth ● Production Editor

Coo, 1991, what a year, eh? Full of interesting and exciting stuff (well, *fairly* full). Erm, unfortunately, for me, the 'interesting and exciting' things were rarely computer games. But of the few I've played, my fave game, Speccy-wise, was *Smash TV*. Yeah, I've gotta agree with Mark, because although *Robotron* and its successors are simplistic, they're great fun. My fave version is *Llamatron* on the Amiga (the *what?!!* — Ed) — the sound effects are amazing.

Hmm, not exactly a corking year for the music biz, definitely *not* poptastic. But being as I like a good bop (I think he means dance —Ed), I suppose it's 'Last Train To Trancentral' by The KLF (*All aboard, all aboard, whoah!* Woo woo!).

Best snog? Ooo, so, so many! (With the same person, of course, I'm not *that* sort of boy!) Probably the best was after my arty 'other half' had finished drawing a picture of me, one evening. What was I wearing in this pic? Er... just think of a certain short, balding magician's catchphrase and you'll get the idea!



CRASH CORNER!

Win a video and make yourself famous in the CRASH Cartoon Corner Compo







Aaah! It's a bundle of cuteness all squelched together in a cracking cartoony compilation from the all-time masters of sickly-sweet characters — Code Masters.

All the old favourites are boxed together to form Code Masters' *Cartoon Collection*. There's the original *Dizzy* game, where our eggy 'ero somersaults around the mystical kingdoms seeking ingredients for a magic potion to wipe out the evil wizard, Zaks, thus saving the Yolkfolk and becoming a hero etc.

There's *Slightly Magic*, starring the wizard who hasn't quite passed his magic test, and *CJ's Elephant Antics*, where the young heiferlump packs his trunk and trundles back to the jungle — via France, Egypt, England and other off-route countries (buy that elephant a compass!).

In *Spike in Transylvania*, a swash-buckling, horn-helmeted, Skol-quaffing Viking puts on his brave head to rescue his mates in Dracula country.

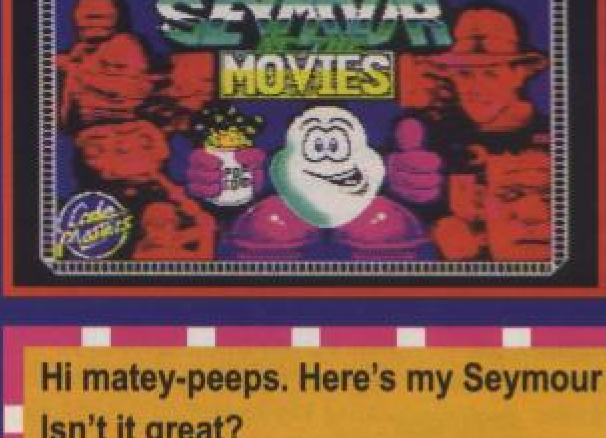
And finally, making his first appearance on a compilation pack, it's the blob with the wibbly-wobbly hands and the goofy grin, yes, it's (trumpet fanfare) *Seymour Goes to Hollywood*.

OH! HAVE WE GOT A VIDEO?

To celebrate his debut, Code Masters thought about paying for the entire CRASH team to go on a world cruise. They *thought* about it then decided it was a silly idea (miserable basts —Ed) so they're doing a triff 'n' brill CRASH compo instead! (Yippee!)

Up for grabs as first prize is a brand new video cassette recorder so you can watch all your favourite programmes and no one can make you turn it off 'cos it's *your* video! HA!

Ten lucky runners up land 'emselves a super-duper Dizzy clock (but don't look at it for too long — it makes you feel seasick).



Gis'a job!

To be in with a chance of scooping the jackpot, all you have to do is create a cartoon featuring Seymour causing his usual havoc at the movies. The only condition is that it must be shown in a four-frame format and Seymour *must* be the same shape as the illustration on this page. Dream up your own storyline, make it funny, make it zany — do what you want, but preferably your cartoon will be in colour..

Not only will the winner get the new VCR but they could get the chance to do a *Seymour Goes to Hollywood* cartoon for CRASH every month (and earn themselves a great wad of dosh in the process!). So let your fingers do the walking and start scribbling, NOW!

Send your entries to GOOFY BLOB CARTOON COMPO, CRASH, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW. Entries must be in by January 20. Late ones will be neatly filed in that great filing cabinet at the local dump. Our decision is final 'cos we're fascist bullyboys (and girls) — any arguers will be drowned in a vat of particularly nasty green gunge. So there!

Hi matey-peeps. Here's my Seymour cartoon. Isn't it great?

Name...

Address...

....

.... Postcode..................................

Age...


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Calls cost 36p (cheap rate) 48p (at all other times) per minute inc. VAT. Megafone Ltd, Sandylands House, Morecambe. LA3 1DG. Average call duration 5.5 minutes. Ask your parents permission before you call.

WWF Wrestlemania

Ocean, £11.99 cassette, £14.99 disk



Bags of ouch! Rucks of agony! Loadsa pain! Yes, the big boys are in town and it's gonna hurt. Lots. The likes of 'Ultimate Warrior', 'Mr Perfect', 'Million Dollar Man' and of course 'Hulk Hogan' are out for blood, so we kitted CORKY 'BONECRUSHER' CASWELL out in sexy shorts and shoved him screaming into the ring. (The plaster casts comes off next week.)



● Get up you weakling, there's no time for sleeping in this job!

Yes folks, it's broken bones and multiple lacerations ahoy as large hairy men rampage around the ring trying to kill one another. The 'Wrestlemania Belt' is up for grabs, so alone or with a mate, let's go for it!

Choose one of the three characters — Hulk Hogan, The Ultimate Warrior or British Bulldog — then enter the ring to kick some butt. Five rock 'ard opponents need bashing before you get your hands on the coveted WWF belt: Mr Perfect, The Warlord, Million Dollar Man, The Mountie and finally Sergeant Slaughter (sound like just the sort of fellas you'd take home to meet your mum —Ed).

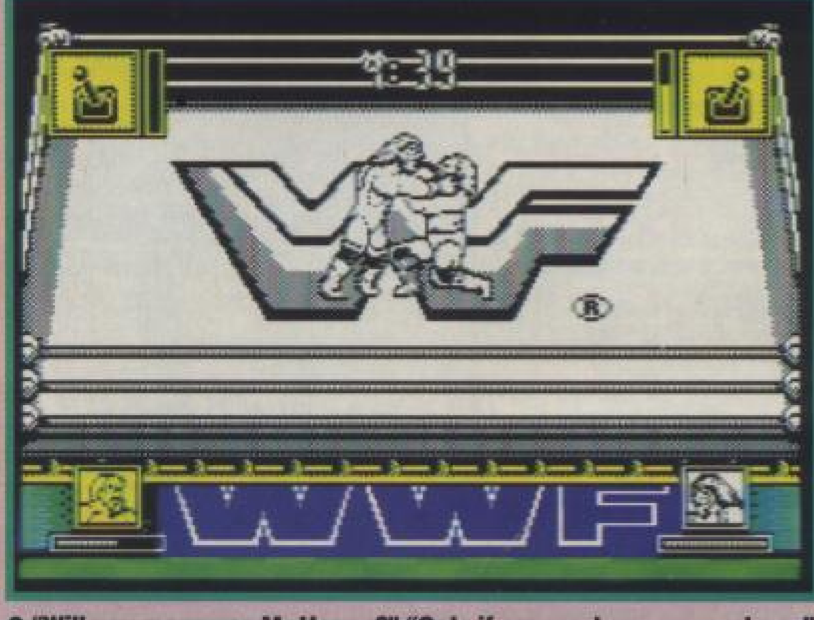
First up is the pretentiously named Mr Perfect (wot's Nicko doin' 'ere? —Ed). Before you crack skulls, there's a great slanging match between combatants where you chuck as much abuse as possible. Mr Perfect (or whoever) spouts verbal diarrhoea to which your character has three possible answers.

When the shouting's out the way, the violence starts. Each round lasts up to five minutes and the aim is to pin your opponent to the canvas for a count of three. Sounds easy, but most of these dudes eat Shredded Wheat for brekky, box and all!

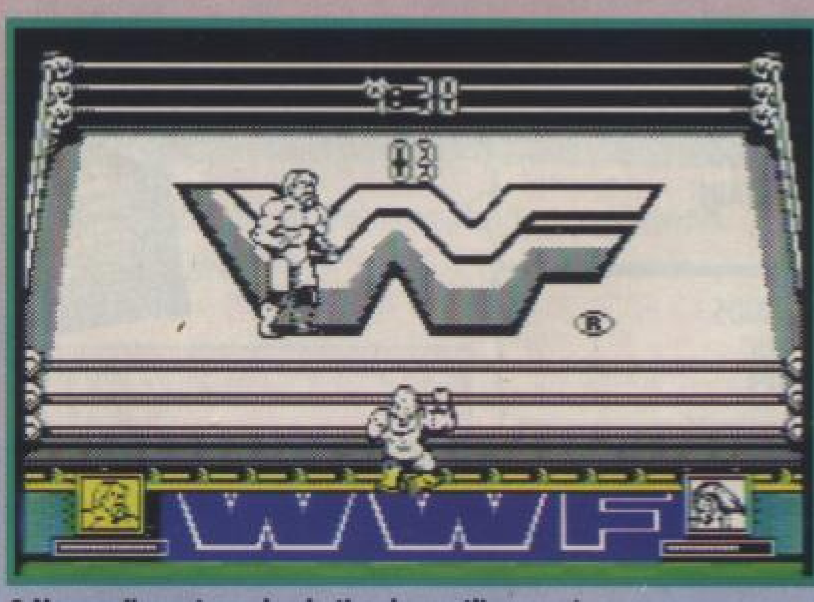
COME DANCING!!

Each contestant has a personal strength bar which repeated blows knock rapidly floorwards (along with yourself). The usual wrestling type moves are available — outside the ring these would pull the perpetrator up on an assault charge. But here you can cheerfully punch, kick, strangle and generally mutilate the opposition, although when not engaging in these activities, grappling is the order of the day (à la *Come Dancing*). In this situation, violently thrashing the joystick raises the level of a 'waggle-o-meter' that appears especially for the occasion.

Each fighter has their own special move, with strange names such as Gorilla Press, Perfect Plax, Drop Headlock, Power Slam and Camel



● "Will you marry me Mr Hogan?" "Only if you go down on one knee!"



● No, no. I'm not coming in the ring until you put that nasty fist away

When the going gets tough...?



HULK HOGAN

Weight: 303lbs
Born: Venice Beach, California
Birth sign: Leo
Trademark move: Pile Driver
Known for: Unfaltering courage and strength in the face of adversity
Fave quote: 'Whatcha gonna do when the largest arms in the world and Hulkmania run wild on you?'



BRITISH BULLDOG

Weight: 275lbs
Born: Leeds, England
Birth sign: Sagittarius
Trademark move: Power Slam
Known for: His incredibly thick physique
Fave quote: 'The British Bulldog is going to take a bite out of the WWF'



ULTIMATE WARRIOR

Weight: 272lbs
Born: He wasn't born, he was launched
Birth sign: Presumably Aries, the ram, 'cos someone asked him once and he butted them
Trademark move: Gorilla Press
Known for: His fearlessness in the WWF ring
Fave quote: 'Come and feel the power of The Ultimate Warrior'

Your adversaries in the battle for the belt include Sergeant Slaughter, possibly the most dangerous wrestler of them all, who's only won the WWF belt once — by cheating against The Ultimate Warrior. The Million Dollar Man is reputedly the richest wrestler around and has bribed all and sundry in the Federation. It hasn't helped him win the WWF belt, though (ha!).

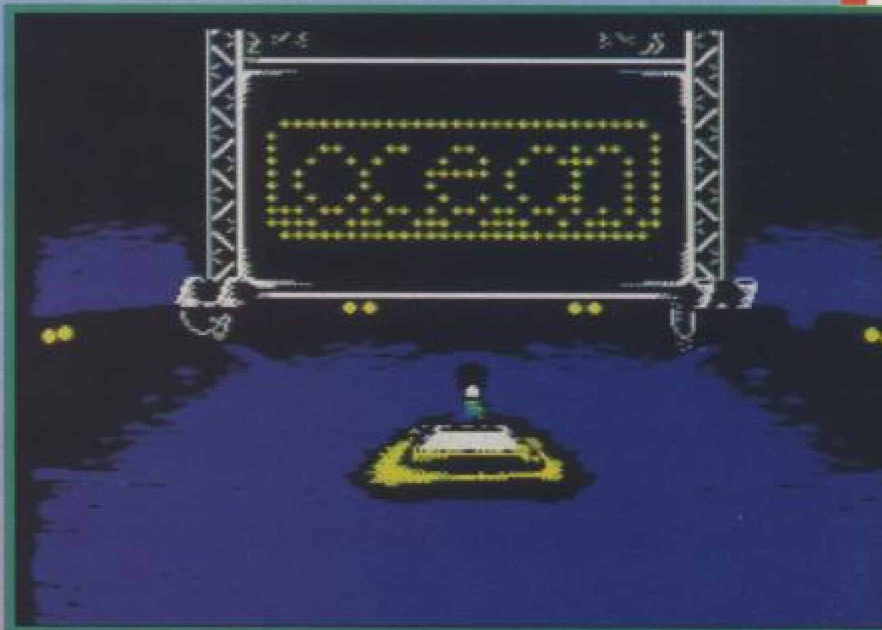
Crotch... Er, sorry, Clutch. Winning the grapple gives you enough 'oomph' to use this and finish off the enemy.

Flat on the canvas, your pixelised alter ego is (quite understandably) at his most vulnerable. But don't panic (yet) because if sufficient energy is possessed, you can whack the fire button like mad — this pulls your wrestler back onto his pins. But if the old energy bar reads zero, he's too knackered to rise and it's Game Over.

Remember, fight for your life 'cos the WWF belt is your only goal. So load up *WWF Wrestlemania*, wear a pair of Y-fronts over your trousers and go kick some seven-foot tall, 300-pound American wrestler's ass. (I must point out Europress refuse to pay the hospital fees if you're silly enough to try it.)



● Ya can't get up. Ya can't get up. Naaaaa!



● There's no mistaking who produced this game, but there's no kippers in this Ocean(!)

MULTIPLE MOVES

I've watched a couple of video recordings of WWF wrestling but can't make head nor tail of it. It seems just as phoney as the British Saturday afternoon 'psycho granny with half a brick in the handbag' version, which is sadly no more.

In Ocean tradition, the game's nicely presented, graphically impressive and, on the whole, very playable. The sprites are all monochrome, but even a non-WWF enthusiast like myself recognised Hulk Hogan (who doesn't, these days, after his appearance on *The A-Team*?).

Unusually for a fighting game, there are an impressive amount of moves available. Most games of the genre are limited to a few kicks, punches etc and that's yer lot. Here you can punch, kick, drop kick, climb the posts, leap on your opponent's head and stamp on him when he's down (great fun!).

But there's one small thing that widdles on the proverbial bonfire, and that's the need to waggle the joystick like a wild thing when grappling with an opponent. Maybe I'm showing my age because I was completely cream-crackered after a couple of bouts. I don't know which was in greater danger of snapping, my arm or the joystick. There were definite creaking sounds from *somewhere* before I'd finished playing.

But it's well worth all the pain and suffering to kick the stuffing out of either a computer-controlled adversary or human pal. *WWF Wrestlemania* is gonna grab you by the lapels and pin you to the canvas.

● 84%

NICK

After watching a little WWF wrestling, I can safely say Ocean have captured the atmosphere of this strange sport perfectly. All your favourite characters from the shows are here complete with a few choice phrases to bawl at the beginning of a fight. *WWF* gives lots more freedom of control than most beat-'em-ups. You're not restricted to boring punches and kicks, or the ring, either: throw the scum into the crowd and continue the fight there! *WWF Wrestlemania* is an excellent game packed with all the action and excitement of the sport. Some may find it a bit difficult at first but you soon get the hang of crushing limbs with your bare hands! ● 82%



Rating

Cracked skulls, mangled limbs and loose teeth, ahoy! Great fun for all the family.

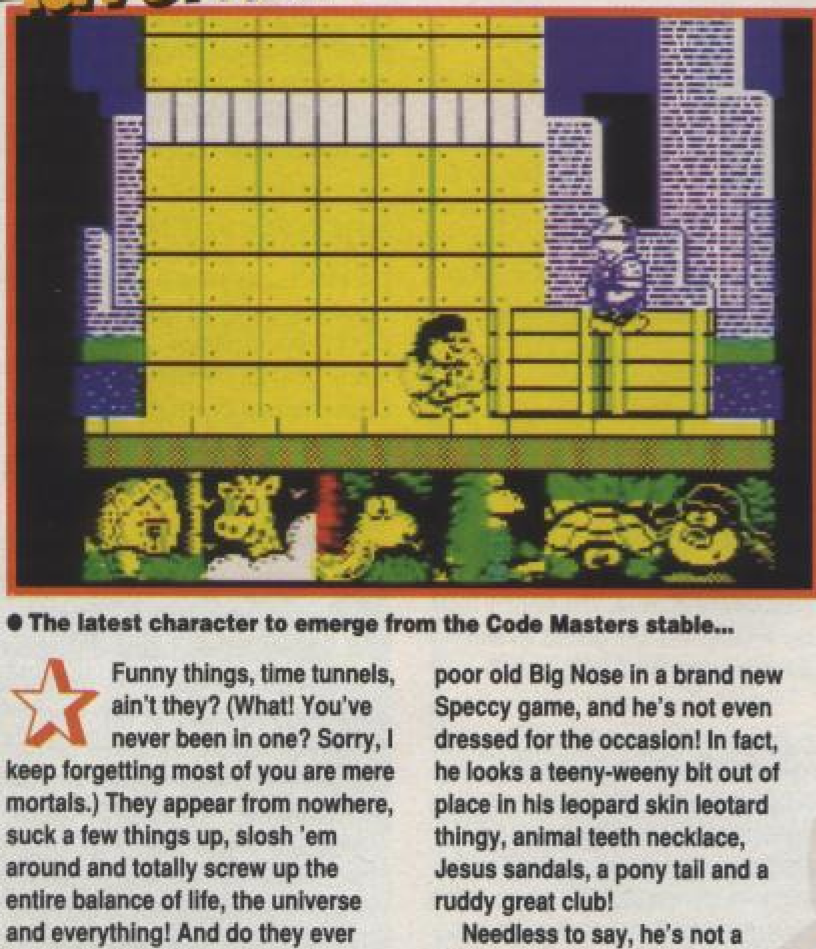
PRESENTATION	86%
GRAPHICS	83%
SOUND	80%
PLAYABILITY	83%
ADDICTIVITY	82%
Overall	**83%**

Previews

Leopard skins, rocks and jungle beasties!

Big Nose's American Adventure

It's Barry Manilow!! Actually, it's not. It's a spanking new Tarzan-like hero from Code Masters, but this guy sure has one hell of a conk. Probably why the game's called *Big Nose*, I should think. LUCY HICKMAN looks well slinky in a leopard skin so she got to do the preview (nothing to do with the size of her hooter, honest —Nick)...



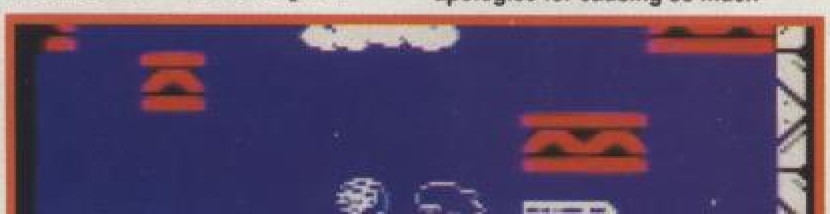
● The latest character to emerge from the Code Masters stable...

Funny things, time tunnels, ain't they? (What! You've never been in one? Sorry, I keep forgetting most of you are mere mortals.) They appear from nowhere, suck a few things up, slosh 'em around and totally screw up the entire balance of life, the universe and everything! And do they ever apologise for causing so much hassle? Not on your blinkin' nelly, squire.

It's particularly inconvenient when they whip a prehistoric caveman away from his nouvelle cuisine dinosaur dinner and plonk him slap bang in 20th Century America — especially when the sum total of his vocabulary is 'Ugh!'

But this is what's happened to poor old Big Nose in a brand new Speccy game, and he's not even dressed for the occasion! In fact, he looks a teeny-weeny bit out of place in his leopard skin leotard thingy, animal teeth necklace, Jesus sandals, a pony tail and a ruddy great club!

Needless to say, he's not a happy chappy, particularly since all his animal chums got transported forward in time with him and the dopey dog warden got a bit confused and locked 'em up in cages all over the city (plank).



● Bouncing around on the top of sky scrapers ain't much fun. Unless there are lpts of big macs up there!

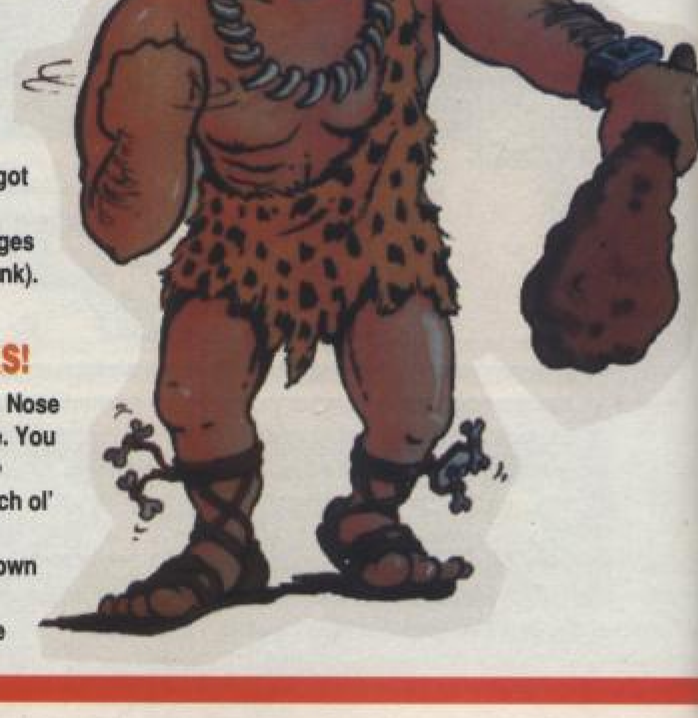
CHUCK ROCKS!

It's up to you as Big Nose to go to their rescue. You start off with a *huge* supply of rocks which ol' Big Nose somehow manages to store down the front of his skimpy clothing (the mind boggles!).

The play area's a huge scrollarama map packed with platforms and ladders. Find your way through the maze of ledges, fending off attackers by chucking rocks at them and collecting keys to unlock cages and free the animals.

There's stacks of buckets of water to pick up as well — thirsty work, this rescuing business, y'know — but watch you don't sup a bucket of beer by mistake otherwise Big Nose get's ****ed as a newt, falls into a drunken stupor and can't move for a while.

Big Nose's American Adventure, with its bursts of colour and large cartoon-like sprites, looks set to be another cutsey (if rather ugly) triumph for Code Masters when it's released in the very near future, price £3.99.



SNOTTY SNIGGERS

Time for some jokes...

Thick Person: My dog has no nose.
Moron: How does it smell?
Thick Person: Terrible! (boom boom)

If you ever see a bunny
Whose nose is very runny
Don't think it's funny
'Cos it'snot! (titter titter)

Q. What do you do when your nose goes on strike?
A. Pick-it! (gales of hysterical laughter)

That's all folks!!! (Phew! What a relief! —Prod Ed)

TERMINATORS VS ALIENS

Space Crusade, Gremlin



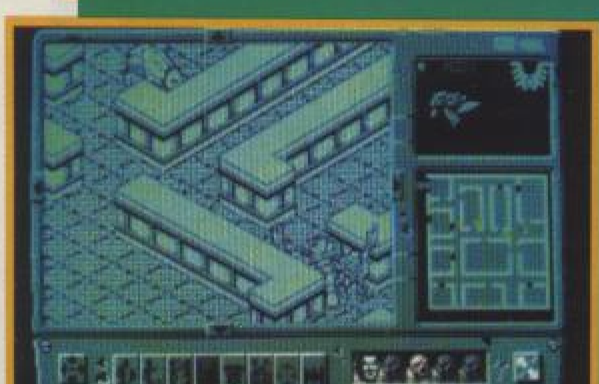
● It's the annual meeting of the let's kill lots of aliens club!



● Left hand down a bit, mind that pedestrian! I'm sorry but you've failed your test Mr Alien!



● Ere lads. Isn't that the famous one out of Robocop over there?



● Where the hell have they put the baked beans? I wish they wouldn"t keep moving them

Mankind's having a *bad* day. Nothing too drastic like the TV breaking down or the sausages being overcooked at tea-time. Nah, it's just a bunch of aliens ripping their way into our solar system, intent on wiping out the world. No problem! We just sent MARK CASWELL up there to sort 'em out...

In this follow up to *HeroQuest* (awarded a wopping 93% in Issue 87), you're on the edge of a solar system. Behind is the warm glow of a bright yellow sun, surrounded by planets locked in the Newtonian dance of orbit. Ahead is a star filled void.

Suddenly, an explosion rips a hole in the very fabric of space, a dark and evil chasm that disappears as quickly as it arrives. But it leaves one reminder: a huge ship clad in black ice. A forgotten starship that's floated in the 'Eye Of Terror' — a huge area of warp space — for thousands of years.

Chaos is a pure evil force inhabiting the Eye Of Terror and constantly threatening mankind. The worst example of this universal nastiness are the Genestealers — huge, four-armed nightmare creatures who live only to conquer other races. And you've three guesses as to who's on the derelict ship (commonly known as a Space Hulk). Yes, the Genestealers are here and we're in trouble.

THE TERMINATORS

But the Space Marines are here to save the day. Trained in modern warfare and equipped with state-of-the-art firepower, these warriors exist only to serve the Imperium and its leader, the Emperor.

The Marines are split into 'Chapters', each one a separate fighting force. You command one such brave band who enter the spaceship and eradicate the Genestealers. Easy peasy you might think, but who in their right mind would want to mess with a creature that possesses more teeth than the entire Osmond family?

Fear not, the Marines are well protected by Tactical Dreadnought (commonly known as Terminator) armour. This is a tough exo-skeleton constructed from heavy gauge plasteel plating that can withstand colossal impact and is virtually invulnerable to the effects of most weapons.

You've control over four Space Marines and a Marine Commander, all decked out in Terminator armour. The first thing to do upon loading is write out your Last Will and Testament. The second is to select your weapons.

Storm Bolters are the main armament carried by Terminator Marines, while Heavy Flamers kick out huge sheets of fire. Power Swords, a simple edge weapon surrounded by powerful energy fields, are carried by Sergeants and Captains. Assault Cannons are basically motorised multi-barrelled machine guns, capable of firing hundreds of shells a second. Finally, Power Gloves trash most armour and ship bulkheads (very handy).

SLICE 'N' DICE

Each game sends your guys off on different missions, but they all have the same aim — kicking the poo out of the aliens. Don't expect the Genestealers to sit and twiddle their many thumbs while you whup their asses, though. The computer moves them around the ship, setting them into attack positions, ready to rip the Marines to shreds if they move within striking distance.

As with *HeroQuest*, you and the computer take it in turns to move the characters around the ship, dice being 'thrown' to decide the amount of moves allowed per turn. There are plenty of corridors and rooms to search, and lots of treasures to collect. But very often all you find is a Genestealer or a mighty Dreadnought robot at your back (brown trousers time, methinks).

The ultimate aim is to escape from the ship alive and accept the Imperial honours bestowed on the bravest heroes. So if you want to pose around in Terminator armour and carry a big gun, watch out for *Space Crusade* very soon indeed. The price to you, guv, will be £10.99 cassette, £15.99 disk.

The Brothers Lee

● Double Dragon III, Storm

Oh goody goody! Another Speccy game about girly wimps being snatched by nasty basts, forcing their mates to put their heroic heads on and rescue her. LUCY HICKMAN dons her best girl's blouse and checks out the hot action in *Double Dragon III*.

After miraculously coming back to life in the second part of the *Dragon* saga, Marion has been kidnapped *again* (oh to be wanted, eh? —Ed). So it's up to her long-suffering bit of stuff, Billy Lee, and his big bruvver, Jimmy, to rescue her from a fate worse than death etc etc etc.

In the original *Double Dragon* and its sequel, the daring duo had to wipe out a wide range of scum, notably the evil Black Warriors who snaffled and killed Marion (fortunately the guys got hold of some rejuvenating potion and brought her back to life, then wiped out the Warriors and generally saved the world). *Double Dragon III* brings just as much nail-biting excitement and a whole new bunch of baddies.

"SOOTH!"

With the help of a cosmic type of fella — Hiruko the Soothsayer — control Billy or rope in a friend for two-player action in five perilous missions across the US of A, China, Japan, Italy and Egypt to find the sacred Rosetta Stones, which you offer to Marion's captors to secure her safe release.

Each mission involves 14 street battles where you tangle with the toughest warriors of the lands before facing the world's strongest enemy (but we're not saying who that is — it's a surprise). Keep your eyes on the timer and energy meters — both decrease at an alarming rate if you're hit.

There's a ruck of handy objects lying around to use to your advantage: crates or dustbins to jump off or, if you get *really* angry, pick them up and chuck 'em at the enemies (is this the new Michael Jackson video?). Even the walls are versatile enough to be used as kicking off points.

In addition to an array of obvious weapons (like bike chains and guns), there's a whole stack of vicious arms to buy at the Weapons Shop or pick up along the way, so get yourself well kitted out with nunchukas, grenades, missiles, knuckledusters and swords and look out for the energy boosters and extra lives.

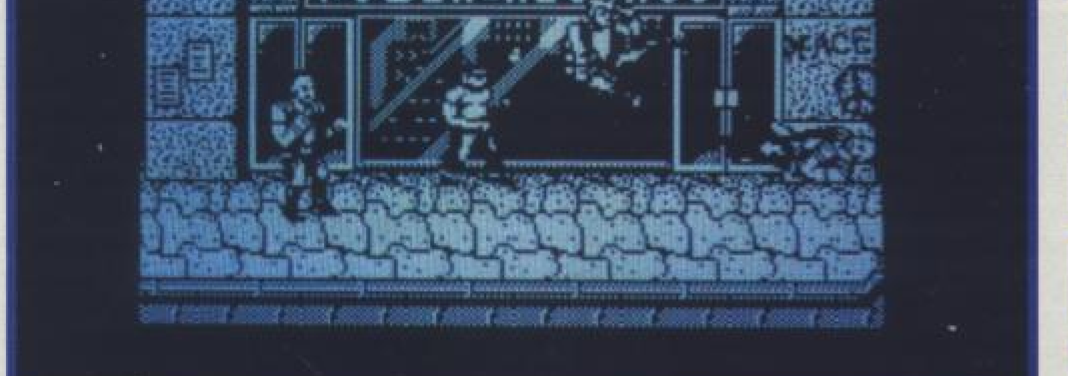
HANDSTAND ANKLEFLIP!?!

You can use your well-earned wad of cash to buy extra tricks such as the Locking Head Squeeze (sounds painful), a Handstand Ankleflip (sounds *very* painful), or the One-Armed Headbutt (sounds *impossible*), to name but a few contortionist moves. These are indispensable to ol' Bill 'n' Jim as they face more opponents than ever before.

As you defeat each enemy, you pinch their particular skill, whether it's ninjas in Japan or bowmen in Egypt. Your enemy then joins your team 'cos you're so rock 'ard and brill.

Dragon fans who found the last two games a bit of a doddle are sure to find *Double Dragon III* more of a challenge 'cos Storm have slapped in loads more tough bits to conquer as well as more detailed and varied backdrops. There are even plans to make the streetfighting series into a movie! Go to it, guys and gals, wipe them out!





● Just popping down town to pick up the latest Abba album!

KIDDIES' Corner

First Class and Fun School 4

Hokey kokey you lot, put on your crazy heads and walk with this way — we're going to see the Shoe People (and no, there aren't any kinky boots among them!). We're talking really *weird* here. This is definitely one for the young 'uns — loadsa cutesy characters which all happen to be forms of footwear. And (moan, groan, grumble) they're gonna help you *learn*.

In Gremlin's *First Class*, all the stars of the award-winning TV cartoon, *The Shoe People* — PC Boot, Trampy, Baby Bootee, Sid Slipper, Sneaker the Crook etc — help you with shapes, colours, numbers, simple addition and computers.

There are six tasks. You join Trampy — the battered but jolly old boot — on a trip to see his mates where the aim's to match objects, colours, shapes, words etc, then watch Charlie the Clown on his big day at the Little Big Top where you sort out events and sequences.

Turn detective for the day and solve the Great Alphabet Robbery, put on your winter togs and go to the park with Wellington, help the Sergeant Major 'Sort It Out' (sort what out we don't know — the mind boggles), and finally colouring fun with Margot's Magic Colouring Book.



Each activity's packed with colourful animation and toe-tapping sound which reward you for correct choices. The difficulty level increases as you progress and there's scope for Mum and Dad to be dragged in, too. Hitting the streets any day now, *First Class* will set you back £10.99 on cassette or £15.99 on disk.

The latest offering from Europress ('ere, that name rings a bell —Ed) is the magical world of *Fun School 4* where Teddy and Freddie the Frog are back with a new pal — Sammy the Spy — to make learning a bit of a laff (probably).

Kitted out in his trendy Reeboks and baseball cap, Teddy's turning Japanese as he gives karaoke a whirl as well as trying his hand at art, maths and word games. When he's not belly-flopping from a diving board, Freddie hits the streets on his skateboard with six wacky games covering sequences, maths, word sorting and a typing tutor to speed up computer literacy.

Sammy the Spy replaces Robbie the Robot (he got left out in the rain one night so he's being de-rusted — Ed) and zips around the world (undercover, of course), casing the joint with geography, history, maths (again!) and general knowledge problems.

Out now, *Fun School 4* will sting your piggy bank for £12.99 cassette, £16.99 disk.





Let's have a ball with... Soccer Pinball

There'll soon be no need to run around muddy football pitches on a Saturday afternoon, or indeed for crowds to chant "you're gonna get your ****ing head kicked in" from the terraces. Why? Because Code Masters are about to release *Soccer Pinball*, a game that's apparently a mixture of soccer and pinball skills (strangely enough).

Pinball tables are well froodie pieces of kit. I love the flashing lights, weird sound effects and even the cursing as you win a three-ball bonus (for non-pinball fans, this means three balls coming at you simultaneously — wah!).

There've been a good few pinball sims on the Speccy over the years — *Macadam Bumper*, *Advanced Pinball Simulator* and *Time Scanner*, to name but three — but this is the first with a footy theme.

When the game's loaded you're faced with a 'pinball table' complete with flippers (but no sea-lions). Using these a football is flicked up the 'pitch' towards the goal lurking at the top of the screen.

As with all pinball games, there are a multitude of bonus points to be racked up. These are in the shape of footy players, so practice those scything tackles and become a pinball wizard (and no singing the old Elton John song, please). With a bit of skill and a lot of luck, you'll hoof the ball into the back of the net (without a load of 16-stone players trying to hug you).

Soccer Pinball is very colourful, and according to the press release issued by our ex-Editor Richard Eddy, it's an 'action packed crazy coin-op'. And who are we to argue with him? Find out just how good it is when it's released soon, priced £3.99 cassette.



● Soccer and pinball. What a weird combination. A bit like faggots and jam!

The SAM Page



It may have changed from Coupé to 512K but the SAM's still a brain-boggling box of tricks. As usual, it's NICK ROBERTS who looks inside...

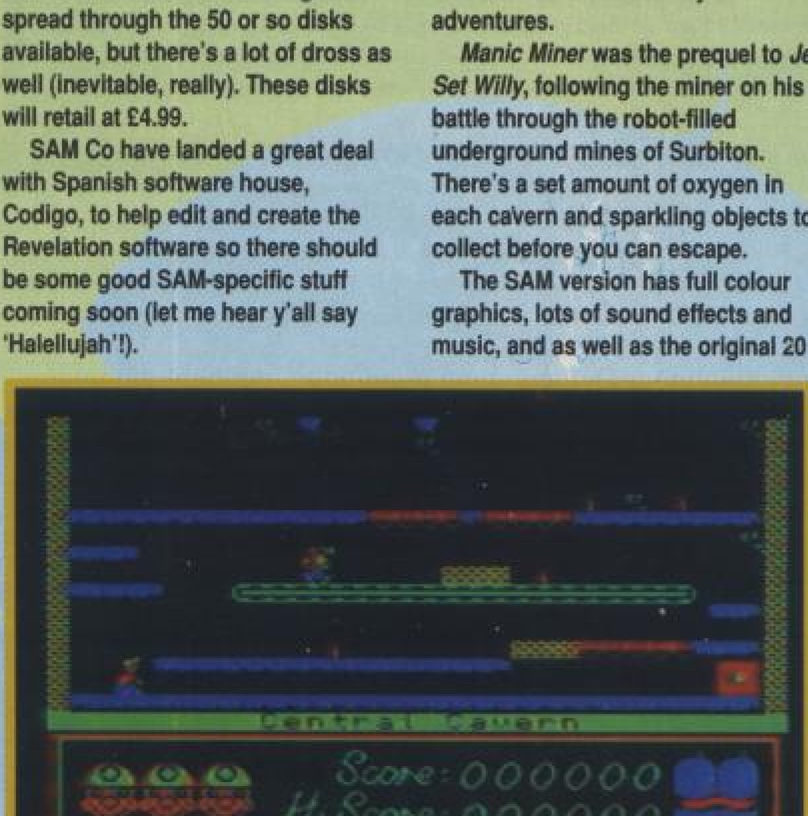


There's lots of SAM news around this month — software seems to be literally pouring through the letterbox of SAM Co HQ in Swansea. (Makes a change, it's usually just smoke from the big Bruce Gordon bonfire! The police and fire brigade thought the whole of Swansea was on fire when Bruce decided to burn all the SAM polystyrene boxes! Sorry Bruce, it had to come out in the open!) Here's the latest:

SPECTRUM CLASSICS, AHOY!

The latest 'revelation' at SAM Computers is their Spectrum Classics range. Due to the lack of SAM-specific software, someone came up with the idea of packaging three or four Spectrum games on one disk. There are some terrific games spread through the 50 or so disks available, but there's a lot of dross as well (inevitable, really). These disks will retail at £4.99.

SAM Co have landed a great deal with Spanish software house, Codigo, to help edit and create the Revelation software so there should be some good SAM-specific stuff coming soon (let me hear y'all say 'Halellujah'!).



As well as the revamped Spectrum games, a couple of people have been working on original SAM versions of two old Spectrum games: *Manic Miner* and *Splat!* You've seen pictures of *Splat!* in these pages before, but these are exclusive screenshots of Miner Willy's adventures.

Manic Miner was the prequel to *Jet Set Willy*, following the miner on his battle through the robot-filled underground mines of Surbiton. There's a set amount of oxygen in each cavern and sparkling objects to collect before you can escape.

The SAM version has full colour graphics, lots of sound effects and music, and as well as the original 20 levels, there are brand new ones to play and tear your hair out over! *Manic Miner* will set you back a mere £7.99.

TAKE IT FROM THE TOP!

Are you a talented programmer with no way of showing off your efforts to the general public? If you are you'll be interested in *SAMTop Review*. This is a service set up especially for programmers to find out what other people think of their work.

The programmer sends his or her masterpiece, a set of instructions and £1 to cover return post and packaging to *SAMTop Review*, who review the software. Soon the programmer receives an honest review and modifications sheet.

If the program's good it's added to the compilation sheet regularly distributed to certain disc magazines who could feature the whole program or a short demo. This gives the programmer confidence in themselves and all-important recognition for their work (or could make them feel suicidal if they're really crap —Ed).

If you want to take advantage of this service, write to: *SAMTop Review*, 58 Deepdale, Hollinswood, Telford, Shropshire TF3 2EL.

ALL THE FUN OF THE FAIR

The All Formats Computer Fair at The Horticultural Halls in London, December 14, saw the launch of a lot of new software from SAM Co. Scheduled for release was *The Sound Machine*, the first music creation program for SAM — and a ruddy good one at that.

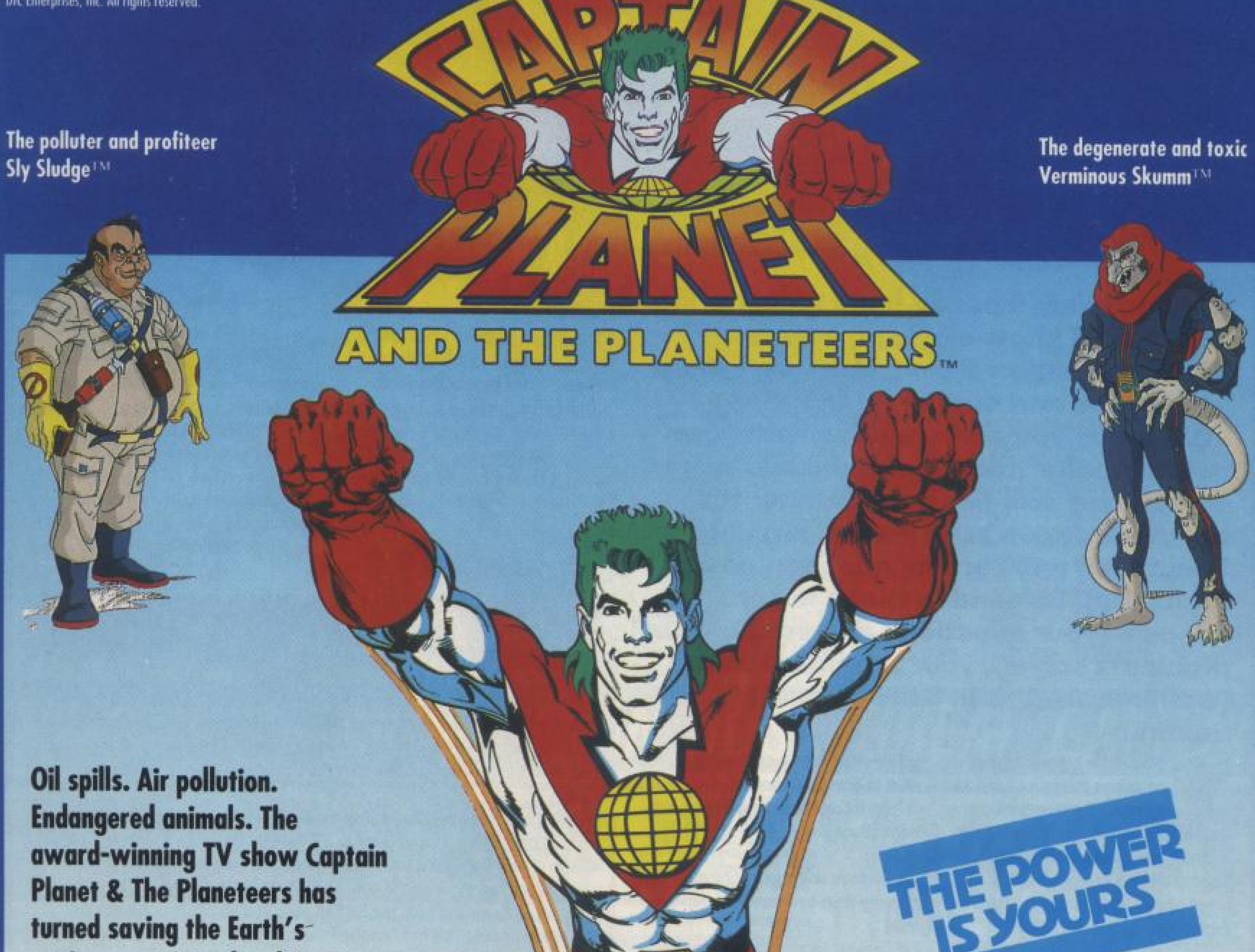
The program allows the musician to use the computer's sound capabilities to the full with simple but effective musical notation. As well as entering notes you can use the waveform generator to modify the shape of sounds.

Splat! has been released at £7.99 instead of the original price of £9.99 and features an amazing soundtrack that you've just got to hear.

That's the last of the fun titles but also launched the fair was the *Personal Banking System* for £29.99 and *ProDOS* at £25. This CP/M 2.2 DOS emulator opens up a massive amount of serious and utility software to SAM users.

Let's hope future All Formats Computer Fairs are as good for the SAM, eh readers?

If you have any stuff for the SAM Page, send it to: SAM Page, CRASH, Europress Impact, Temeside, Ludlow, Shropshire SY8 1JW.



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● All you ever wanted to know about the Speccy (and never dared to ask!)

Techni-Tak!

Howdy doody, Speccy fans! Welcome to the CRASH know-all page, where Spectrum expert Samm H Garson gives you the ins and outs of all those niggly little probs you come across with your pet computer (face it, a pirhana's sometimes less hassle). Whether it's about hardware or software, sizzling Samm can answer any question posed (probably). So send in those letters, peeps — your questions answered, your problems solved, your armpits washed (well, perhaps not). Take it away, Samm...

★ One of the biggest problems facing a +2 or +2A owner is the tape deck on their machine — or rather the lack of it. And the biggest problem for Speccy owners in general is the latest blockbuster game (or CRASH Powertape) refusing to load.

The main reason a tape won't load is because the cassette deck's read head is dirty. Every time you play a tape on your Speccy deck, oxide is splattered onto the head and mechanism. This causes a build up of oxide, distorting the signal the deck is trying pick up. Imagine trying to listen to a record with the speakers facing the wall! Well that's what your Spectrum is up against trying to load the tape.



● A dogger

The only option is to clean the tape heads. Now some of you will say: 'But I already do that with my head cleaning cassette'. Stop Right There! These tapes are absolutely no good for tape decks. They contain very fine particles of sandpaper which file the tape head, wearing a small surface off it each time. Rasping is certainly NOT the answer.

The answer

The solution is simple. All you need is a bottle of surgical alcohol or methylated spirits and a few cotton wool buds. You can buy either of these items from your local chemist or DIY store. (If you can't, rope in an adult to give you a hand.)

Now follow these simple instructions:

1 ■ Remove any tapes from your cassette deck and leave the flap open.
2 ■ Looking through the cover, press play. In the middle of the tape deck is the head.
3 ■ Dip the cotton wool bud in the alcohol or meths so the tip is just about wet.
4 ■ Very carefully stroke the tip over the front surface of the head — don't press too hard or you'll force the head out of alignment.
5 ■ Repeat the process with a fresh bud.

Okay, that's the head done, but the small black wheel on the right-hand side (the pinch wheel) of the head (which rotates when you press play) can also cause problems.

This wheel drags the tape at a constant speed past the tape head. Yukky deposits settle on this which can throw the tape speed off course. So get a clean bud, place it on the far right-hand side of the wheel and gently press on the wet cotton wool bud.

Even if you've only had your tape deck a few weeks you can bet your bottom dollar this wheel is covered in oxide gunge by now. It may seem insignificant but all it takes is a small speck of dirt to get on it and it'll crease all your fave games, rendering them useless — one kaput tape deck.

Righty-ho, if you've followed my instructions carefully and you treat your inbuilt tape deck right (try calling it sir and bringing it a cup of tea in the morning) it should last the lifetime of the computer.

Next month I'll show how to rewire your +2 to accept an external tape deck, doing away with the one inside. This'll be a real boon to those owners who have loading problems. Also, I'll give you the inside story on what an azimuth setting really is.

Se ya next month.

Tasty Tips

● Attention +3 and +2A owners! Did you know there's a factory test built into your Spectrums? (Even if we did, I'm sure you're gonna tell us about it, Samm, so get on with it —Ed.) This was designed by Amstrad to test that everything's ship-shape inside the computer before it leaves the factory.

To access this little gem, follow the destructions (whoops, I mean instructions) below. But +3 owners BEWARE! Make sure you have a blank disk in your drive before you start otherwise it's wipe-out time!

Press the reset key on the left-hand side of the machine. At the same time, press down and hold the BREAK key. You should now be in a self test menu (ie coloured bars on the screen). Press and hold down keys Q, A, Z, P, L and M. A menu will appear in the middle of the screen, so just follow the instructions your computer gives you.

Okay, so far so good. Right, +3 and +2A users, go from the main menu into 128 BASIC and type in COPY RANDOMIZE, then press enter. As you do so, put both your hands on the keyboard at the same time. Your chatty computer displays a message of greeting (who said machines can't talk)!

● Owners of the noble 128Ks may not be aware of extra key functions that were built in when Sinclair (bless his cotton socks) was developing a keypad as an add-on — which never actually materialised. To use these, go into 128K mode and BASIC. The useable keys are only available when you're editing a BASIC line or lines of text. Here's a rundown of what keys to press and what they do:

Sym Shift, I ‰ Goto end of text
Cap shift, Sym shift, W ‰ Delete to end of text
Cap shift, Sym shift, E ‰ Deletes line
Cap shift, Sym shift, T ‰ Goto top of line
Cap shift, Sym shift, K ‰ Delete text up to the cursor
Cap shift, Sym shift, N ‰ Goto start of line
Cap shift, Sym shift, M ‰ Goto end of line

I Lastly, for all Speccy owners who're fed up with that boring message (*Program:* etc) when loading your latest masterpiece, walk this way. To get rid of all the waffle and simply leave the program name, type in the following, putting your own name and start number in.

```
SAVE CHR$ 22+CHR$ 1+CHR$ 0+"NAME—"+CHR$ 6 LINE 1
```

The program name may be a maximum of six letters instead of the usual ten. When you reload the saved game the program prompt disappears and is replaced with the program name only. Amazing, eh? (Yes Samm, give yourself a medal or something —Ed).

The 1 and the 0 correspond to whichever line you want the name to print on, so by altering the values you can place the name anywhere on the screen.

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Hello, my little sheep's intestines! How zit goin'? (Buy some Biactol if it's not). I trust you had a pleasant and fulfilling Chrimbles, if not, why not? Half of me adores the festive season — the good will to all men (well, not *all* men, I have my reputation to think of), Christmas pud (Nicko) and of course, loadsa prezzies. But then there's the other side. Once you get past the age of 18, Christmas takes on a whole new meaning. A lot of you probably bound out of bed at some ungodly hour on Christmas morning waking up everybody else in the house so you can dive into your stockings. No consideration for drunkards like me (and the rest of the CRASH crew). You ought to try waking up at 6am with a mouth that feels as if somebody's left their feet in them, a pneumatic drill in your bonce and a tumble drier in your tummy! You'll learn! Anyway, we've had a great pile of letters in this month so read on and enjoy. Keep 'em coming to: CRASH, Europress Impact, Ludlow, Shropshire SY8 1JW. And don't forget the £40 software voucher for the Letter of the Month!

Coupé Clammering

Thank God you're back! It's a big thank you to Europress for putting CRASH back on the shelves, looking as good as it did before. I've bought CRASH for years and my Spectrum was so upset when it heard it had gone.

Why doesn't the Coupé get more than one page? It's an ideal computer for a Spectrum owner who wants something a bit better. Nick Roberts ought to show a little support for the Coupé after SAM Co gave him a job when CRASH went bust. So much software is being made on the Coupé, so how about extra pages?

Duncan Marsden, Wellingboro, Northants

Of course we're back, Duncan, you can't keep a wonderous thing like CRASH down for long, y'know — and we're better than ever. As for your SAM comments, Nick's giving SAM Co *all* the support they need — he bought them a bra yesterday! SAM-wise this issue is a news page, another on compo results and a half-page review. It's highly likely that we'll devote more pages to SAM in the future so watch this space!
Ed

Bruvver Bovver

Please help me! My flamin' brother is always hogging the Speccy so when I try to have a go he sobs to Mum about how he never gets his games on, then I get it in the ear about how we should have equal computer time.

This wouldn't be so bad but he only plays two games — *Magicland Dizzy* and *Thomas the Tank Engine* and I just can't take it anymore. It's driving me MAD! He won't try any other games, either. I've shown him *Rainbow Islands*, *Double Dragon* and *Slightly Magic* etc but he's not interested.

Can you recommend any good platform, adventure or beat-'em-ups he might like? Please help me before I go NUTS!

Wayne Brown, Cumbria

Basically, Wayne, your bruvver sounds like a total Space Turkey and a bit of a brat. If he's smaller than you why don't you just punch his lights out and gag him so you can play your own games as much as you like? However, blood's thicker than water and it sounds as if you're quite fond of him, so I'd suggest *Rod Land*. It's got a bit of everything and it's so frustrating he'll probably flip his lid so the men in white coats will come and take him away. Either way, you'll be left in peace. Perfect!
Ed

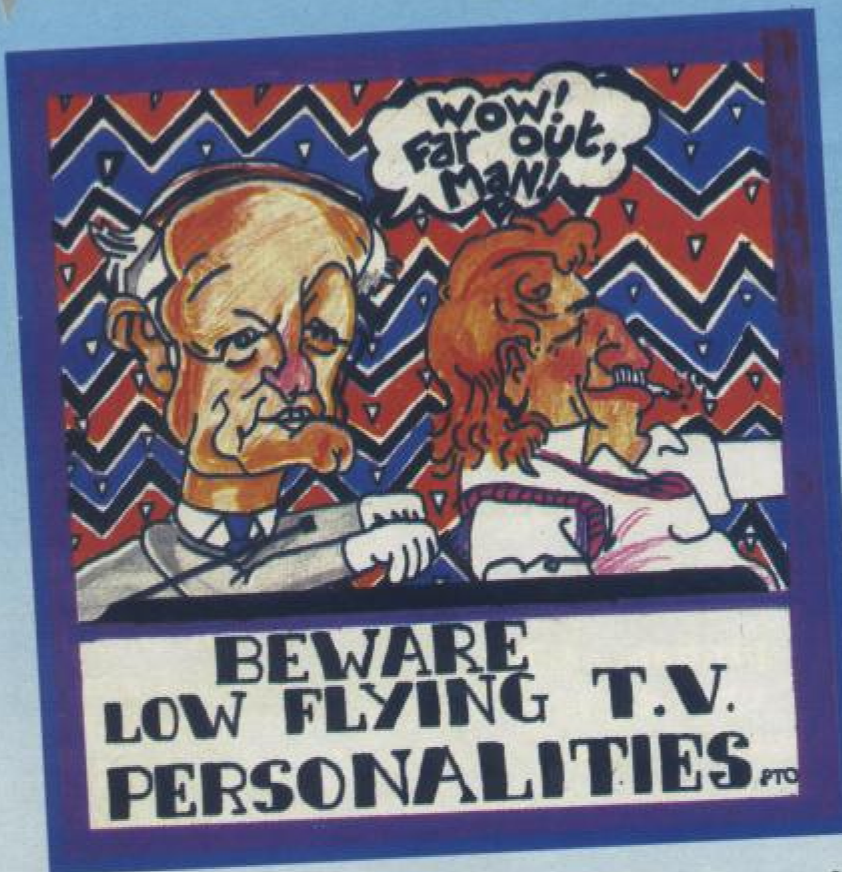
Computer Con

Normally a Spectrum +2A costs around £100. It was a shock that one day when I went down town I saw a Spectrum +2A for £15!!!

But the BASIC commands are not the same. I tried to type in SAVE "GONE" but it wouldn't work. Please tell me how the hell you save to memory.

Justin Cherriman, High Wycombe, Bucks

Sorry to have to tell you, Justin, but it sounds very much like your Spectrum is KAPUT — and you've been *conned*! The BASIC commands are the same for every Spectrum so it should save with the usual commands. I don't know who you bought this Speccy off but I'd take it back pretty damn sharpish and get a refund. Buying a Speccy for that ridiculously low price,it's a cinche there's *something* wrong with it, so just be more careful in future!
Ed



● Luverly pic Gary Marr of Sheffield — Your NUTS!!!

Hippy Happenings

I'm writing to express my excitement at the great epic of a poster in the last issue. Wasn't it superb? I don't think I've ever seen anything so aesthetically pleasing in my insignificant life. In fact, when I first saw it, I couldn't believe my eyes, so I went out and bought another copy, just to double check — and then another one after that. Eventually, three-quarters of a million copies later, I was convinced.

The quality of the film planning was quite astounding and I liked the way the picture was lovingly placed off centre. I suggest that you sell it to the Tate Gallery as a remarkable piece of 20th century art and the celebrated film planner, Mr RJ Millichamp, placed on a pedestal, by the side of this phenomenal sight. I could go on forever…

RJ Millichamp, next to the terrapin memorial, Alma Cogan

PS Oh, by the way, the rest of the magazine is quite adequate.

That (just in case you're thick as a brick and hadn't guessed) was Europress Impact's very own film planner, Rob. He was having a right royal whinge the other day 'cos he's been at CRASH for more than four years and he's never had a mention in the mag. So I told him to send in a letter and we'd think about printing it. Right, Robbo — you owe me one. Rob is tall with long hair and though he wears a kaftan and says 'Wow, man' a lot, he's not a hippy — honest.

Ed

Skoda Stories

I'm from Czechoslovakia. I can't say I'm a regular CRASH reader 'cos I can only get it occasionally (aah, shame —Ed) but I think it's great!

I've seen quite a few letters from unhappy +2A owners crying because their games refuse to work. I own a +2A and I'd like to solve the +2A/+3 problem once and for all. I know a few tricks that can help so read carefully.

If a game doesn't work in 'Loader Mode' or in 48K mode, select +3 BASIC and type in SPECTRUM. Then type in LOAD "" and load the trouble game. About 99% of the time this should work, although a few games are immune.

And that's not all the +2A/+3 can do! Press reset and hold down the BREAK key. Coloured stripes should appear. Press A, E and U at once and the screen will go dark. Now when you play some music on your tape recorder, you can have a light and sound show (sort of). Pressing V and B together while the stripes are up gets you back to BASIC.

Milan Graf, Bratislava, Czechoslovakia

Thanks a lot for those little tips, Milan. Let's hope it solves a few problems for the +2A owners out there and stops them tearing their hair out and foaming at the mouth with frustration. I've never met anyone from Czechoslovakia but I'm delighted to hear we've got fans out there. Put me out of my misery and tell me one thing: has anything better than a Skoda come out of your country?

Ed

German Gaming

Don't make me cry! I was shocked when I saw the headline 'Crash Crashed' in another magazine. Could it be true that the best Speccy mag around was no more, leaving the good old Speccy orphaned? Do you really want to leave the most successful computer of the entire UK? Even in Germany our SPC (Spectrum Profi Club) has 137 members and is still growing!

Forget those boring 16-bit machines where the games are badly programmed and overcrowded with bugs. Most of those so called 'games' are more a graphics and music demo than a real game and become boring after a few minutes. Burn your £30 dosh and have the same amount of fun or buy 15 Speccy games for the same money, which will take years to play!

And if you think your Speccy isn't fast enough then have a look at self-made turbo-Speccys which are running at triple speed or buy a mathematical co-processor for 140DM (approximately £47) and calculate faster than any Amiga computer. The Speccy is good enough for most applications so why buy a new computer and waste money?

Come back, CRASH — all is forgiven! Don't let the Speccy user and CRASH subscribers like me down.

Christof Odenthal, Aalen, Germany

Don't worry, we're back and here to stay. It's nice to hear from some of our other European readers and it goes to show that the views on the price and quality of 16-bit games are worldwide. I haven't heard of a turbo-Speccy before, though wouldn't it make playing shoot-'em-ups mind-blowing if everything was running at three times normal speed!

Ed

Traiterous Tidings

Dear Juicy Lucy

Wot happened? I went into my local newsie to get my usual reserved issue of my favourite organ only to find that it hadn't arrived. So I waited and waited and waited and waited (etc…) and I got so fed up that I bought a copy of *YS*. (Please don't send round Nick to beat me up, I was desperate to get my Speccy fix!) only to find that you had disappeared off the shelves for good! I was horrified and devastated, to say the least, so after I got over the shock I ran to my mate's house to tell him. He's a Zzaper and had already discovered the sad news.

That was a few weeks ago. Suddenly, I had a surprise off my mom when she gave me a copy of CRASH 94. It's back and better than ever! The mag looks and reads brilliant! More colourful and funnier than any copy of CRASH before. Whatever you lot did please keep it up and hurry up with No 95! I promise I won't buy *YS* ever again!

Martin L Pie, Basildon, Essex

PPS Why don't you start doing some coverage of Amiga games for us people thinking of upgrading our kit?

Well Martin, it took a lot to stop Nick coming round and smashing your face in but since I'm a pacifist (ha ha) I restrained him this time. But if I catch you reading that, er-hum, *stuff* again, you're in deep, deep twouble! (And we'll know — our spies are everywhere!) Glad you like the new mag — we aim to please and all that garbage. As for your last comment, I'm going to ignore it with the contempt it deserves!

Amazing Grace

I was so excited when I saw CRASH! back on the shelves. I gave the lady behind the counter my precious pennies and raced home to read the best computer mag of all time and play the well wicked games on the cover tape. Imagine my disappointment when I came to load the games only to find none of them would work! I tried several times, but nothing would happen!

After a cup of Bovril, I tried again. Accidentally, I managed to leave the EAR plug out of its socket on my tape recorder. You'll never in a million years believe what I heard next! Three verses of 'The Old Rugged Cross', as sung by Dana, and a selection of biblical readings by Bobby Davro.

Please can you explain this? Does my Spectrum need a service?

R Johnson, Brighton, Sussex

No, I doubt if your Spectrum needs a service — I have a funny feeling that you're pulling our Pilsner. But honestly, readers, last month we really did have a tape sent back with what seemed to be *Songs Of Praise* on it — bizarre! After tearing a strip off the duplicators and everybody else I could think of, the whole matter still remains a mystery. Perhaps it was an act of God!!

Ed

Th-th-that's all folks! (Very topical since we've got a Looney Tunes story this month.) Have a very euphoric Euro-year. Drop us a line if you've got any views on the new CRASH or anything else you fancy. And keep the drawings and photos coming!


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1992

Month/Issue	January 96	February 97	March 98
Mon	. 6 13 20 27 ...	. 3 10 17 24 ...	. 2 9 16 23 30
Tues	. 7 14 21 28 ...	. 4 11 18 25 ...	. 3 10 17 24 31
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Mon	. 6 13 20 27 ...	. 4 11 18 25 ...	1 8 15 22 29 ...
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Wed	1 8 15 22 29 ...	. 6 13 20 27 ...	3 10 17 24 ... ...
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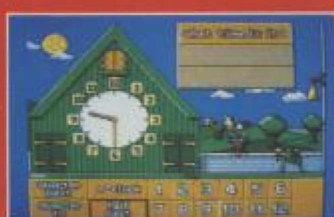
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5 to 7s





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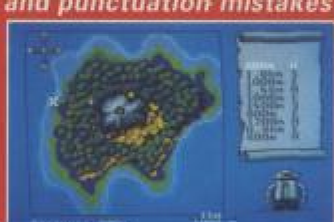
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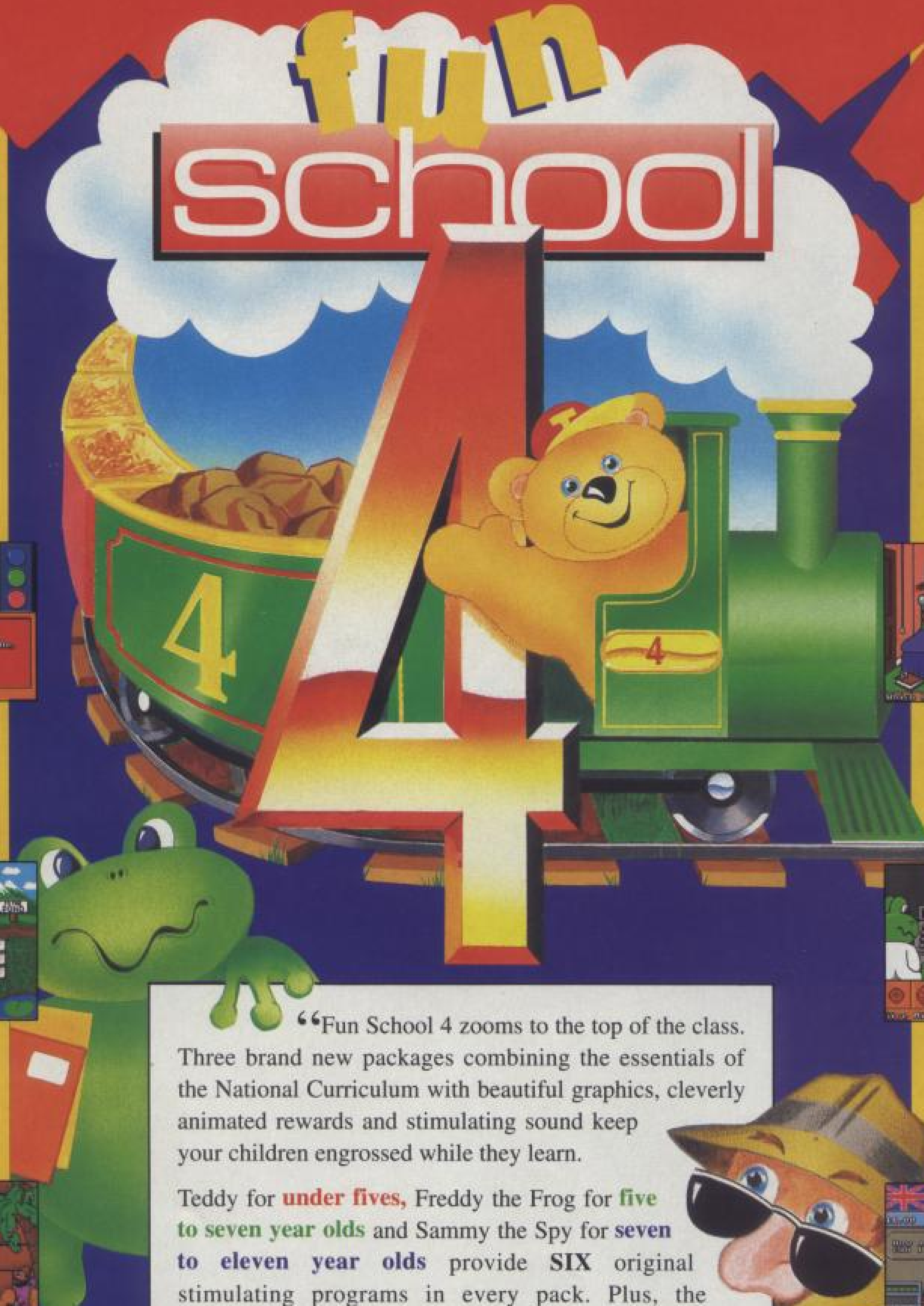
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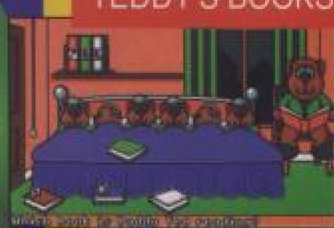
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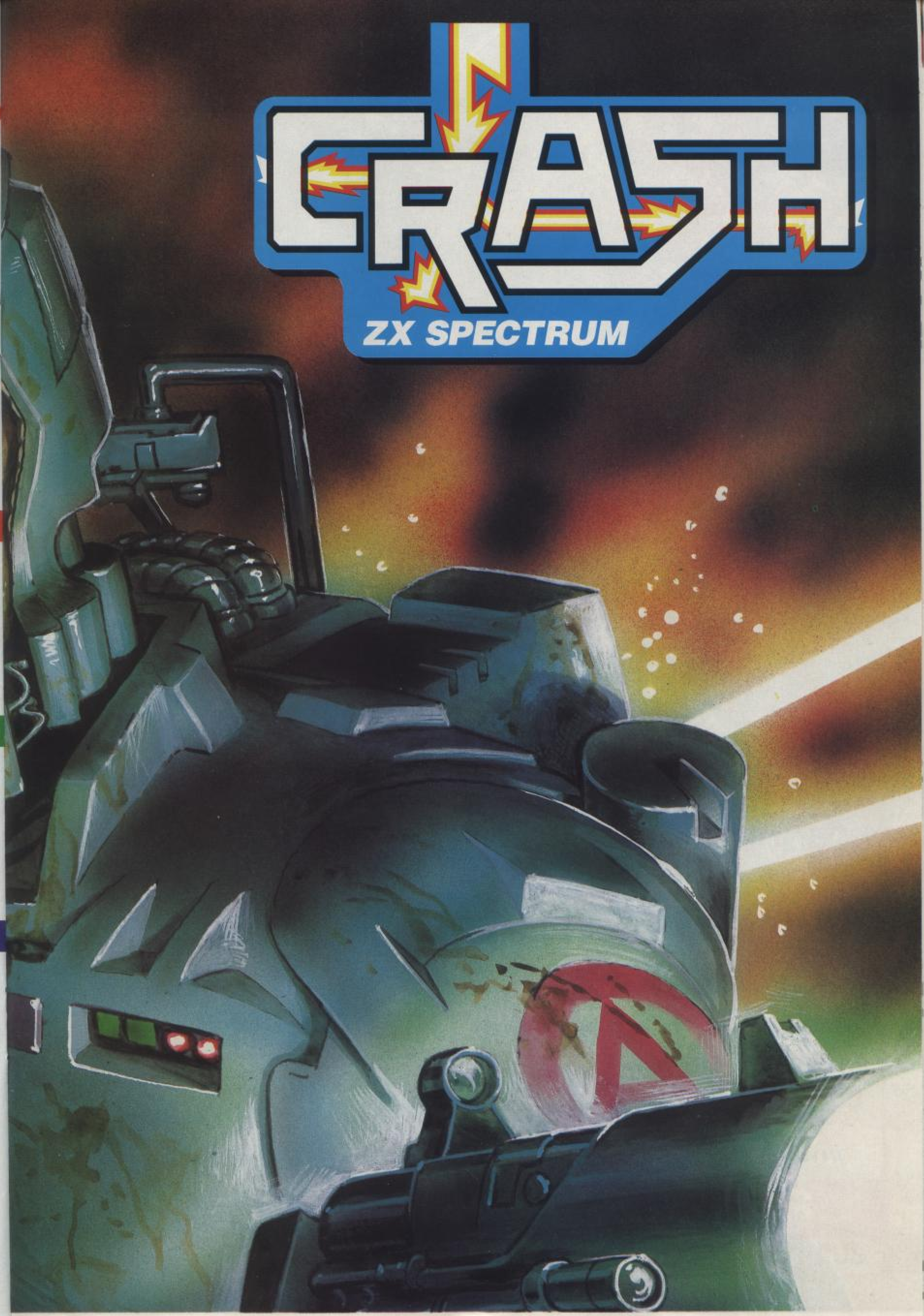
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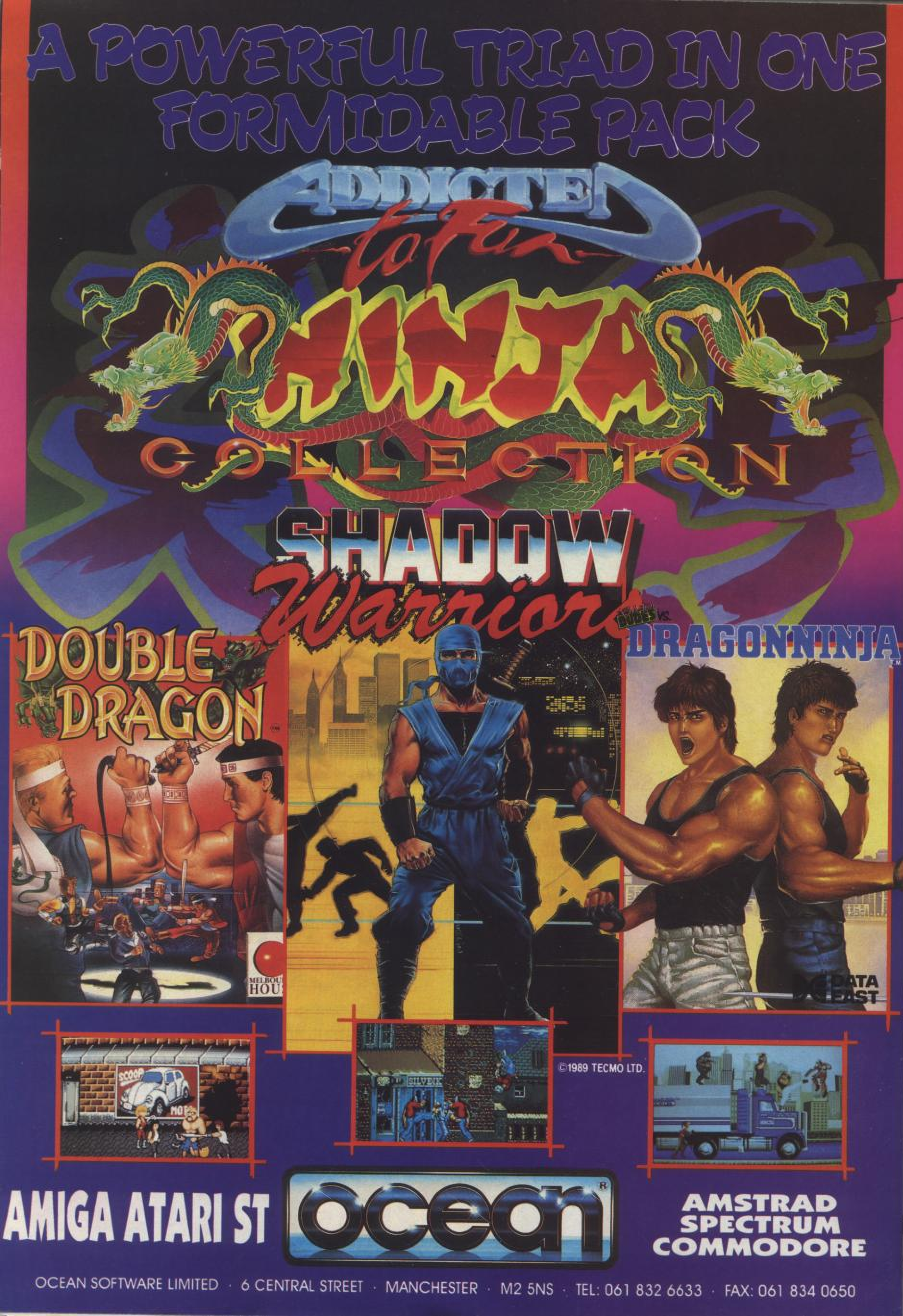
Archimedes and PCW versions will follow in early 1992.
Spectrum, C64 & CPC available early November.
Amiga ST & PC available end of October.

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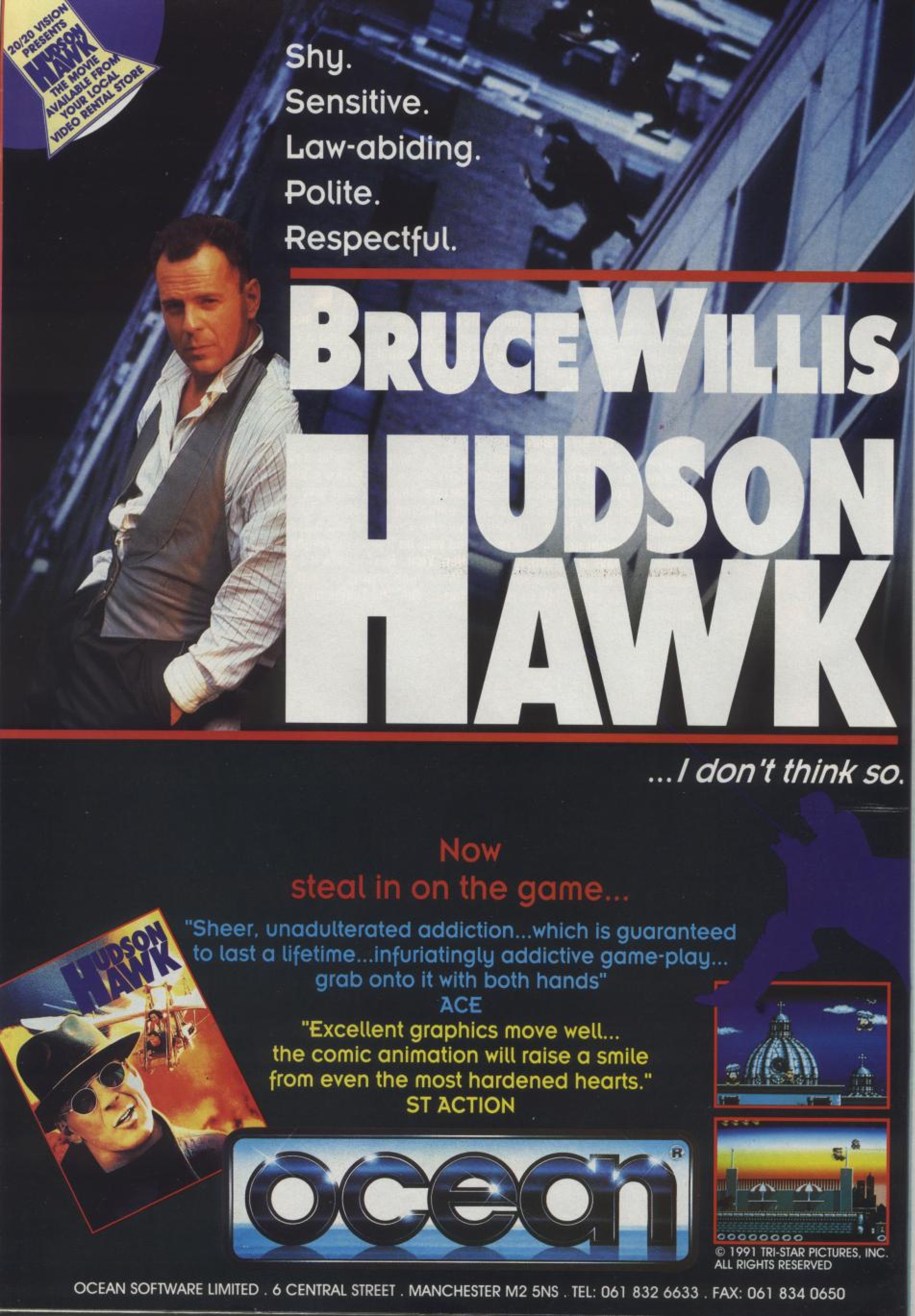
Howdy peeps! I'm in a bad mood this month 'cos none of the miserable mortals here at the good ship Europress Impact bought me a Chrissie prezzie — I mean, I *am* a superior being so you'd think they could at least rustle up a Ferrari.

But they all suffer from that terrible affliction — short arms and long pockets. Corky even charges for giving me the time, Nicko squeaks when he walks and Wozza always seems to have forgotten his wallet when it's his round!

Anyway, because of this and 'cos I'm a complete sadist and get a kick out of inflicting pain (especially when it's Nicko's head I'm kicking), I've stuck 'em all in my torture chamber and given 'em a whole load of what-for! I've even managed to get the managing director Jonathan 'Hitler' Rignall in here so when he's had a good hard thrashing I might get my pay rise (mind you, he'll probably enjoy it)!

Anyway, have a hideously horrid New Year. Next month it's you lot back in the torture chamber so get those high scores in (with a mug shot) to: Hickman's Hall Of Hi-Fire Horror, CRASH, Temeside, Ludlow, Shropshire SY8 1JW.




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Adventure Trail

Greetings. Anyone who said the Spectrum adventure scene's dying must have enough egg on their face to make a decent sized omelette — with adventures being released by the sackload and new adventure labels exploding onto the scene, things have rarely looked rosier. IAN OSBORNE presents some release news then reviews a cracker from Delbert the Hamster!

MICROFAIR MADNESS

Delbert the Hamster Software, £2.99

It's Friday the 13th and today's the day you deliver your new game to the publisher, who has a stall at the Personal Computer Whirled Show — the hundredth Microfair. Simple, eh? Well it would be if you hadn't forgotten your ticket!

Microfair Madness is an hilarious *PAWed* game that ranges from terrible puns to side-splitting send ups. For a real treat, check out the tramp!

As it's set in a computer fair, you get to play a few sub-games, such as *The Hoppit*, *The Quest for the Holy Snail* and *The Search for Smok*.

This is one for the experienced adventurer; *Microfair Madness* is very tricky. I got terribly stuck at one point, but after checking the solution I wanted to kick the author for putting it in! The problems are fair but the skill curve could be gentler. For me at least, it gets too hard too quickly.

Even so, *Microfair Madness* is a great game and well worth the money, especially if you use our special offer coupon! The 128K version features expanded descriptions and a few new problems.

Rating: 80%



● Is that Mike Gerrard making a guest apperence in Microfair Maddness? And who's that guy with the lamp?

● Coming up from Balrog is the follow-up to the classic *A Legacy For Alaric*, and the masterful *Phoenix*, one of the best adventures of 1991.

● First on the release schedule is *Microfair Madness*, from Scott Denyer's Delbert the Hamster Software. Another in his pipeline (madam) is *Brian and the Dishonest Politician, Grabbed by the Ghoulies* (oo-er!!). He's currently looking for new home-grown adventures for his label — check out the address below.

● For the nostalgic, *GI Games* provide classic adventures from the past at the lowest possible prices. For £1.99 you can relive old favourites from the likes of 8th Day Software, Fergus McNeil's classic spoofs such as *The Quest for the Holy Joystick*, *Robin Of Sherlock*, and of course, *Bored of the Rings*. They've also bought the rights to the St Brides collection, including such classics as *Jack The Ripper* and *Bugsy*.

Remember, you read it here first, folks...

CRASH SOLUTION SERVICE

Stuck in an adventure you bought with a CRASH coupon? Fret no more, for CRASH are offering solutions for all coupon and covertape games. Just send an SAE to CRASH Solution Service at the usual address and your problems will be over!

CONTACT POINTS

Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

Delbert the Hamster Software, 9 Orchard Way, Flitwick, Beds MK45 1LF
Cheques/POs payable to Scott Denyer

GI Games, 11 West Mayfield, Edinburgh EH9 1TF
Cheques/POs payable to Sandven Ltd



● April 7th — not the best adventure I've ever seen, but it has it's moments.

APRIL 7th

Zenobi Software, £tba

Society's doomed. An unidentified disaster wipes out all but the chosen few, who retreat to an underground shelter and form the nucleus of a post-apocalypse society. You're one of the chosen!

The game begins as you awake from drug-induced sleep, only to find the shelter has been evacuated. The underground chamber is four levels deep and very large. Perhaps a little too large — there's too much map for too few problems.

The game's parser does it no favours, either. It's hellishly unfriendly, relying heavily on standard responses such as I CAN'T and OK. In the first location, it took me half-a-dozen attempts to walk through an open door!

April 7th suffers from an identity crisis. One minute it's a sci-fi thriller, giving graphic descriptions of mutilated corpses, the next it's a 'cutsey' game, and some puzzles rely on fairy tale logic! However, it's well programmed, the text's good and there's some semblance of a game in there somewhere.

Rating: 49%

CRASH TREASURE CHEST COUPON

Delbert the Hamster Software

- ☐ 128K *Microfair Madness* ■ £1.99 (£1 off!)
- ☐ 48K *Microfair Madness* ■ £1.99 (£1 off!)
- ☐ *Desmond and Gertrude* ■ £1.99 (£1 off!)
- ☐ *Star Flaws* ■ £1.49 (50p off!)

Don't be a dummy, run for your money and take out a CRASH ZX SPECTRUM subscriptions!

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Yes folks, your eyes aren't deceiving you. Take out a year's subscription for CRASH — the ultimate Speccy mag — and you'll get a smashing Maze Master joystick FREE! You can waggle to your heart's content (oo-er) and it doesn't even matter if you're a clumsy bast and break it in the first 12 months, 'cos this little beaut is guaranteed for a whole year (lumme!).

And that's not all (we're not tight here at CRASH Towers, y'know). For a new 12-month subscription, we're gonna throw in a special, limited edition CRASH T-shirt (whoopee-dooo!), in a choice of sizes and designs.

Choose a shirt from our cracking collection — Red Moon (medium or extra large), CRASH Surfer (medium only) or King Grub (medium only) — and one will be winging it's way over to you ASAP. (If we haven't got the one you want in your size — tough. Don't worry, though, we'll send you an alternative. Since they're equally mega-brill, it doesn't really matter, does it?)







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This offer is not valid after January 31st 1992

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Nick's playing TIPS

Happy New Year, one and all! It's 1992, time to wipe the slate clean and start afresh. Everyone has a terrible hangover from all those Christmas raves and they always vow never to do it again (until next week!). Who needs to go out and get high on alcohol when you can get a natural high from reading your favourite CRASH, that's what I say. In this bumper, full colour, tantalising tips section, I've got a tribute to that eggy bloke everyone knows and loves, Dizzy, with a map and tips on his very first adventure! There are a few tipettes on the excellent *Rod Land* and a bit of a spesh on the many James Bond games that have been re-released and stuck on compilations over Crimble.
I'm off now to swallow a couple of paracetomol and have a nice lie down for a bit (that's what he thinks —Ed). Why do we do it to ourselves? (Because your a pratt —Ed)

007 SPECIAL!

The name's Bond, James Bond, licensed to go to bed with lots of pretty girls and introduce this tips special on all the fab games I've appeared in. I got my old mate Nick to delve into the back issues of CRASH to come up with these helpful hints for anyone who's bought the new *James Bond Collection* from Domark or has any of the games on rerelease. So take it away 008 Nick Roberts.

LICENCE TO KILL

Level 1 | Section 1
Helicopter/ground defences
Shoot all the accessible bunkers. If you're flying fast and low, stick to the road — don't cross the fence. Even when you're flying high you can still crash into the ridges on the tall buildings.

Level 1 ● Section 2
Bond on foot
Get to know the firing method, it's easy to master and very useful when it has been! Use the fact that the upright oil drums explode after four hits to your advantage. Blow up a drum and a sizeable amount of Sanchez's henchmen die if they're near it.

Level 1 ● Section 3
Bond dangling from a helicopter
This part of the game is incredibly simple. Just guide Bond above the Piper and as your sights come up (just above you), press fire. Don't worry about pressing it at the wrong time: you won't jump until you're over the helicopter.

Level 2 ● Section 1
Dodging catamarans and divers
Stay out of the way of catamarans at all costs — if one of these runs over you, you're history! Only dive if a bullet's going to hit you. If you come across any drugs packets (there are hundreds of them floating about) and you haven't got a harpoon gun, just stab the diver. Remember, you can only stay underwater for as long as your oxygen holds out, you then have to surface and refill. Once the seaplane appears, shoot your harpoon at one of its floats.

Level 2 ● Section 2
Bare foot waterskiing
Try and stick to one side of the seaplane. Keep going to that side (but swing to avoid the rocks). You should be able to do this section with no hassle at all.

Level 3
Tanker racing
Accelerate to maximum speed then use short sharp taps on the down key to move down the screen (but don't accelerate). Get as far to one side as you can without sustaining damage. As the enemy tanker nears you, pull out and swerve to the other side of the road. Hold down the up key and you'll overtake the tanker.

Use the tank (rather than the cab) to smash into your opponent's cab. He will sustain damage and you won't. Ignore what the inlay says about Sanchez having stinger missiles, in the game he hasn't.

The congratulations message reads... ha, you can find out for yourself!

THE LIVING DAYLIGHTS

A few tipettes on which objects to take with you through the eight levels.

Level 1: First the paint gun then the Walther PPK to kill the agent.
Level 2: Night glasses then the PPK.
Level 3: Just the PPK.
Level 4: PPK then the bazooka for the chopper.
Level 5: Shoot balloons with the crossbow.
Level 6: Just the PPK.
Level 7: PPK then bazooka.
Level 8: Bazooka only.

CHEAT Gain as many points as possible when you start the game then press '2' to move onto the next level.

THE SPY WHO LOVED ME

★ On Level One, learn how to control the car. Don't go fast, especially around corners. Collect as many tokens as possible.
★ Don't go too fast in the motor boat, either. Ignore the boats which don't fire much but dodge the bullets from the rest. To destroy them, line yourself up in front of them and fire. Keep to the right of the pier or you'll get trapped.
★ In the second car scene keep your speed down again. When you drive into Q's lorry the first time don't buy anything if you haven't enough tokens. Pick up 150 tokens and buy something next time around.
★ In the submarine stage just keep firing. Collect the power-ups.
★ The wet bike stage is the same as the last one.

CABAL

More rerelease mayhem with a few tips from Steven Kenyon of Wirral on that *Operation Wolf*-style runaround.

1 ▲ Shoot as many of the buildings as you can as they block your shots at attacking/hiding enemies.
2 ▲ Shoot the enemy in the bottom... no, hang on, that's not right. Ah, shoot the enemies at the bottom of the screen as the bullets they fire often trap you in a corner.
3 ▲ Don't forget you can shoot the enemy bullets.
4 ▲ Try to pick up the bonuses straight away. The extra 200, 300 and 400 points are very useful if you want more lives.
5 ▲ Collect special weapons straight away as their rapid fire removes buildings faster, giving you more breathing space.





Impulze presents the game no-one else dared bring you...

On a hot Ramsay Street day there's nothing better than slipping a few burgers on the Barbie and challenging your friends and Neighbours to a lighthearted race. Naturally everyone chooses their favourite vehicles. Henry the gardener rides his souped up grasscutter and mechanically minded Charlene scoots around in a nippy go-kart.

Of course life in the top rated soap is never that simple. Mrs Mangel doesn't approve of such antics and will stop any unlucky contestant with her dreaded rolling pin. Bouncer the dog runs loose around Ramsay street and the local Wildlife Park reports that several of their kangaroos have gone missing!!

Add to that a jogging keep-fit Harold and Bruce Bruce, the outback opal prospector determined to make his fortune, and you end up with a fast action game over-flowing with thrills and spills.



COMMODORE 64

REBELSTAR 2

'Ere you go, 'ave a few tips for *Rebelstar 2*, why don't ya. Aren't I a generous bloke? This has come from Timothy Hall-Randle of Nuneaton. Ta, Tim.

☆ When you start, if there's a marsh rat near and there's something blocking your line of fire, move the target so it's where you think the rat will go. Then press the U key for opportunity fire.
☆ If you want to use the cheat where you get a man to the bottom of the screen, keep C pressed down until the target gets to the bottom right-hand corner then press U.
☆ When a photon soldier gets killed, get another man to pick up the photon gun and laser packs.
K Keep at least one man with a photon soldier, in case he gets killed.

Weapons information

The laser packs recharge the weapons carried by the Rebels, which are as follows:
Laser pack 1 — MK-3000 gun
Laser pack 2 — Laser Pistol
Laser pack 3 — Photon

The weapons carried by the aliens are recharged by the packs of six bullets found in the store room. When you take a weapon from an alien it should have at least 200 shots left in it. If you take a weapon from a store room drop all other objects and pick up three sets of six bullets.

Here's a list of weapons, who they're carried by, how many action points they use and how good they are...

Weapon Carried by Action points Rating
Acid Spitter Queen 3 ACE
Terminator Soldiers 5 Excellent
MK-3000 Rebels Half total OK
Laser Pistol Rebels 6–7 OK
Light Sabre Rebels 4 OK
Teeth Marsh rats 7 OK
Bow Soldiers Half total Poor
Trident Soldiers 5 Poor
Tentacles Swampers 2 Very poor

* If you put the cheat in you only need to kill off the marsh rats and sometimes some soldiers who won't go inside.
* Don't kill the swampers unless you have to because it wastes ammo and action points.
* If you don't insert the cheat always make sure you can't be shot at.
* Take the photon men across the bottom of the screen — it's safer.
* When you get inside the fortress, kill all the soldiers and babies first before killing the Queen.
* Don't leave any men where the ship will land as they'll be killed.
* Leave two men at the start to wait for the alien soldiers to appear. They appear on turn 12.
* More of your men arrive on turn eight.

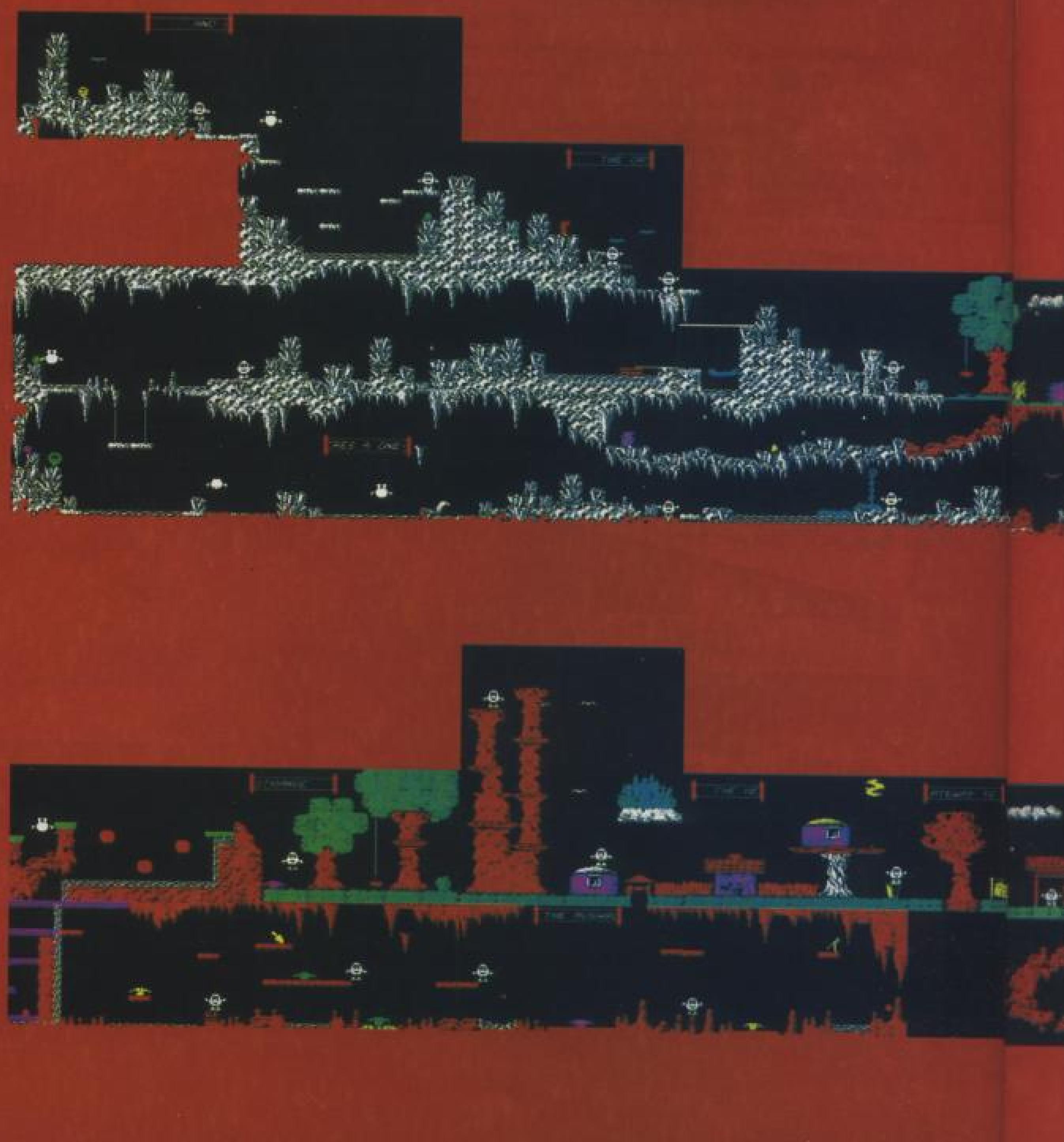
6 ▲ The grey uniformed soldiers can give a grenade or a special weapon. When one does two men carrying a stretcher will appear. Shoot these and they'll give you two grenades. Collect them and shoot the stretcher bearers again before they disappear. You'll be rewarded with another two grenades.
7 ▲ Never stay in corners for too long, the soldiers have a habit of zeroing in on you.
8 ▲ Don't waste grenades on buildings unless you really need to. If you opt to shoot in small bursts at every building rather than concentrating on one building at a time, a grenade may finish the job a lot quicker.
9 ▲ Try not to get killed when the end of level guardians appear otherwise your FOE meter will drop to zero and you'll have to start again.

POKE ZONE

Imagine a world not just of sight and sound but of lovely pokes on tape. You're about to enter that world: the sign's up ahead, next stop, The Poke Zone! *(Dee-dee dah-dah, dee-dee dah-dah, dee—)*

Ahem! These are the games POKEd, PEEKed and generally messed around with by A Hacker, relative of that politician bloke in *Yes, Prime Minister* (y'know, the one who used to live next door to Felicity Kendal).

Super Space Invaders
Seymour (48K/128K)
Hudson Hawk
Sky High Stuntman
Chevvy Chase
CJ In The USA
Round The Bend



DIZZY

If anyone starts singing that bloomin' song by Mr Vic Reeves I'll go crazy! Ever since we got the new *Dizzy* compilation pack into the office everyone has burst into song whenever the game's mentioned! It's driving me round the bend!

But what better way to celebrate the new Dizzy pack than to map and tip the game that started it all off? The original *Dizzy* is now available on the *Cartoon Collection* pack from Codies and was even on a CRASH Powertape a few issues back.

Here are hints on where each object is found and what to do with them:

GREASE GUN In the room left of the first. Drop this next to the cart in the mine shaft and it will move aside to let you in.
GRAVEYARD KEY Down the mineshaft. Drop next to the graveyard gateway.
PLASTIC RAINCOAT In the haunted chimney. Carry it when walking into droplets and it destroys them.
GHOST HUNTER LASER Diamond mine (wot no Sade?). Carry it and fall onto ghost in haunted chimney.
MINER'S HARD HAT Room right of haunted chimney. Destroys stalactites.
PURSE OF GOLD Room right and down from the chimney. Drop on bucket near the hermit's house.
CLOUD'S SILVER LINE Obtained by jumping on top of the hermit's house. Drop in pot at start.
3-IN-1 OIL In the secret caves. Drop it on the winch to let down the drawbridge.
BIRDSEED In the mineshaft. Carry it and it kills all birds you touch (odd...).
CROWBAR Open trapdoor under spider at bottom of cliffs.
EMERALD Top of crystal cliffs. Drop on gravestone with hole underneath.
CLOVE OF GARLIC Down where trapdoor's opened by crowbar. Carry it to kill the bats.
FLAMING TORCH Room right of the start. Drop next to the cauldron to light it.
SPADE At the top of the tall tree. Drop in the middle of the screen with the hollow sound.
MUSHROOM TROWEL In the hole spade made. Drop on mushroom on ledge in hole spade made.
BOLT CUTTERS Down hole spade made. Drop at pile of chains down mineshaft and left.
WIG Found near to where you use the bolt cutters. Drop this in the cauldron.
DRY ICE Crystal cliffs. Freeze lake.
PROTECTION AMULET Past frozen lake. Kill the fireballs which the wizard Zaks is going to throw at you.
INSECTICIDE Graveyard. Kills off any spiders that touch you.
DUX FEATHER Next to drawbridge. Drop it in the cauldron.
TROLL BREW Inside castle. Drop this in the cauldron, too.
EMPTY BOTTLE On the screen with the haunted forest message in it. Drop this in the cauldron.
FULL BOTTLE You get this if you light the cauldron and put in the wig, feather, silver line and brew. Drop next to Zaks in the castle.



Tai–Chi Tortoise
Santa's Xmas Capers

ROD LAND



Having a spot of bovver wiv your squirrels and bunnies, are we? Well here are tips on each of the levels in this fantastic game from The Sales Curve. Don't go using them until you've had a good bash at the game yourself, though, will you?

Scene 1 Spuds on the first two levels are relatively harmless. Be careful not to kill any until you've collected all the flowers. E-X-T-R-A letters are far more valuable.

Scene 2 To avoid having to kill the Spuds, practice dodging them. When you're chased by a Spud and there's no ladder nearby, just build one (simple, eh?) and climb two thirds of the way up. Wait for the enemy to pass by before jumping off to one side.

Scene 3 Never mind the Corncobs, they're only good for bonus letters. But keep a watchful eye on the sharks, because you only get a brief warning before they blow a deadly bubble at you. Also beware of the last baddie 'cause in true *Space Invaders* style he kicks into psycho mode and whizzes across the screen.

Scene 5 The only way to reach the top platform is by hitching a ride on one of the balloons, but wait until both of the sharks have come down first. And remember the baddies can climb onto balloons as well.

Scene 6 You may find yourself chased up a ladder just as another baddy is on his way down. DON'T PANIC. Just build a short ladder beside the long one and climb to the top. Wait for the baddy to pass and step over.

Scene 7 Nessies home in on you, but only if you're on the same level. If you build a ladder and climb up just one rung, the Nessies wander around aimlessly (a bit like Mark — Ed).

Scene 8 This screen is easier than you think. Climb up the two small platforms in the middle and build a ladder up to the top platform, but don't climb it. Jump down to the small platform at the bottom and wait until all three of the Corncobs have climbed down. Now it's safe to climb to the top.

Pick up the flowers here and walk to the left side of the platform. Build a ladder down, now lower yourself down until you're dangling off the end, next to the side platform.

From this position you can safely zap the Corncob and sling him off the platform. Collect the flowers and repeat the procedure on the right-hand side. The baddies now turn into the red Kaburas.

And here comes the tricky bit, how to land on the floor without losing a life. Climb down onto the lowest platform and wait until all the Kaburas are facing the other way. Jump down into the free area and zap all baddies from behind (madam). You should be able to collect five letters here.

Scene 10 These Spuds are of the more dangerous variety, mainly 'cause they multiply! The more you kill the more they reproduce but you can keep the population down by avoiding bonus weapons.

Crocodiles The safest place is ground level. Don't bother climbing up to the crocs, they come to you. When they do, be prepared to give 'em a taste of the old magic wand, but watch your back with the baby crocs, they're very fast.

The last two crocs double their attack rate. Being squashed on both sides by rampaging crocs isn't the most desirable turn of events, so kill all the crocs on one side first to avoid this predicament.

Scene 11 This is your first encounter with the Polymorfs. These creatures are very rude because they attack by sticking their tongues out at you. Like the Nessies they can only see you when you're on the same level, so when you see one preparing to attack just build a ladder and run up it. Bunnies are in general harmless, but if they find a carrot they whizz around the screen at warp speeds.

Scene 15 Insect attack! The bees are the only baddies that can fly, making them very tricky to dodge or capture. Also their sting is deadly.

Scene 16 Keep an eye on the square blobs: when one's below you it's very likely to attack. Apart from that they're as thick as a brick.

Scene 17 This is the first level that contains portals. When using one be sure the destination is clear, otherwise you may not survive your sub-dimensional jump.

Scene 20 More bees here, folks, so don't bother with the bonus game, just leg it out of there, pronto.

Whales The eye of the whale is the only weak spot so you may need to build a ladder to get some hits in. Baby whales don't climb ladders so you're fairly safe. Whales take 20 hits to destroy.

Scene 21 Lobsters only attack from short range but don't give a lot of warning, so when one's nearby assume it's going to attack and build a ladder.

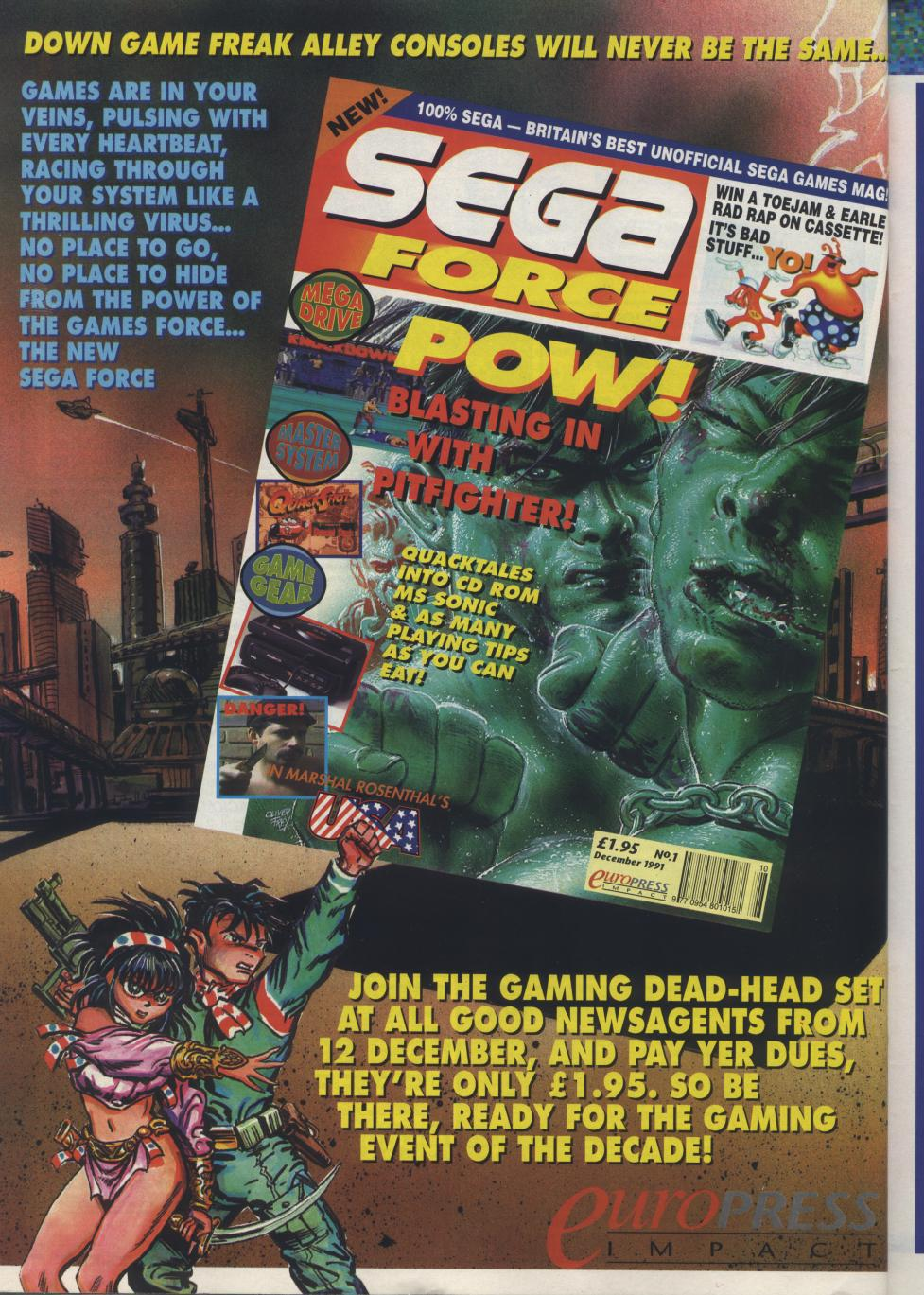
Scene 22 As soon as one of the starfish throws its boomerang at you the only escape is up or down.

Scene 28 Balls with spikes on. They're very deadly indeed so keep their movements in mind when planning an escape route.

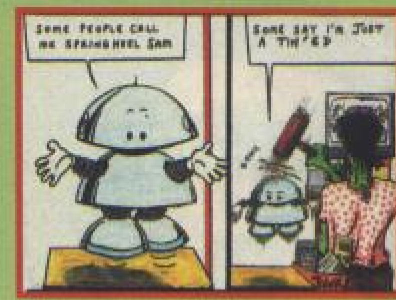
Elephants Only the Japanese could thing of such things as an elephant on a trapeze. When kicking the poo out of these pachydermal pests avoid the platforms — mainly because they're dangerous places to sit when several tons of psychopathic elephant are trying to crush you. When he plummets from the sky he sits still for a second or two, which gives you time to move out of the way. When he lands, whack the elephant over the bonce with yer wand. He takes 30 hits to kill.

Scene 31 Before you use one of the portals, check the destinations — most of them are guarded by spiked balls. As before, kill the Spuds but don't pick up their goodies.

The technicoloured dreamcoat of a playing tips prize this issue goes to John Doe of Milton Keynes for the *Rod Land* tips. A nice shiny £40 software voucher is on it's way to you now, John. If you'd like a chance of winning this great prize then send in any tips, cheats or maps you have on Speccy games to this address: NICK ROBERTS, PLAYING TIPS, CRASH, EUROPRESS IMPACT, CASE MILL, TEMESIDE, LUDLOW, SHROPSHIRE SY8 1JW.


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SAM WINNERS!

Tee-hee! I bet you thought we'd forgotten (forgotten what? —Ed). Well, you were wrong! (Take no notice of our scatty editor — she'd forget her head if it wasn't welded on with an oxy-acetylene torch.) Jump in your time machines and go back to Issue 92 (alternatively, go to your bedroom and drag it out of your prized collection).

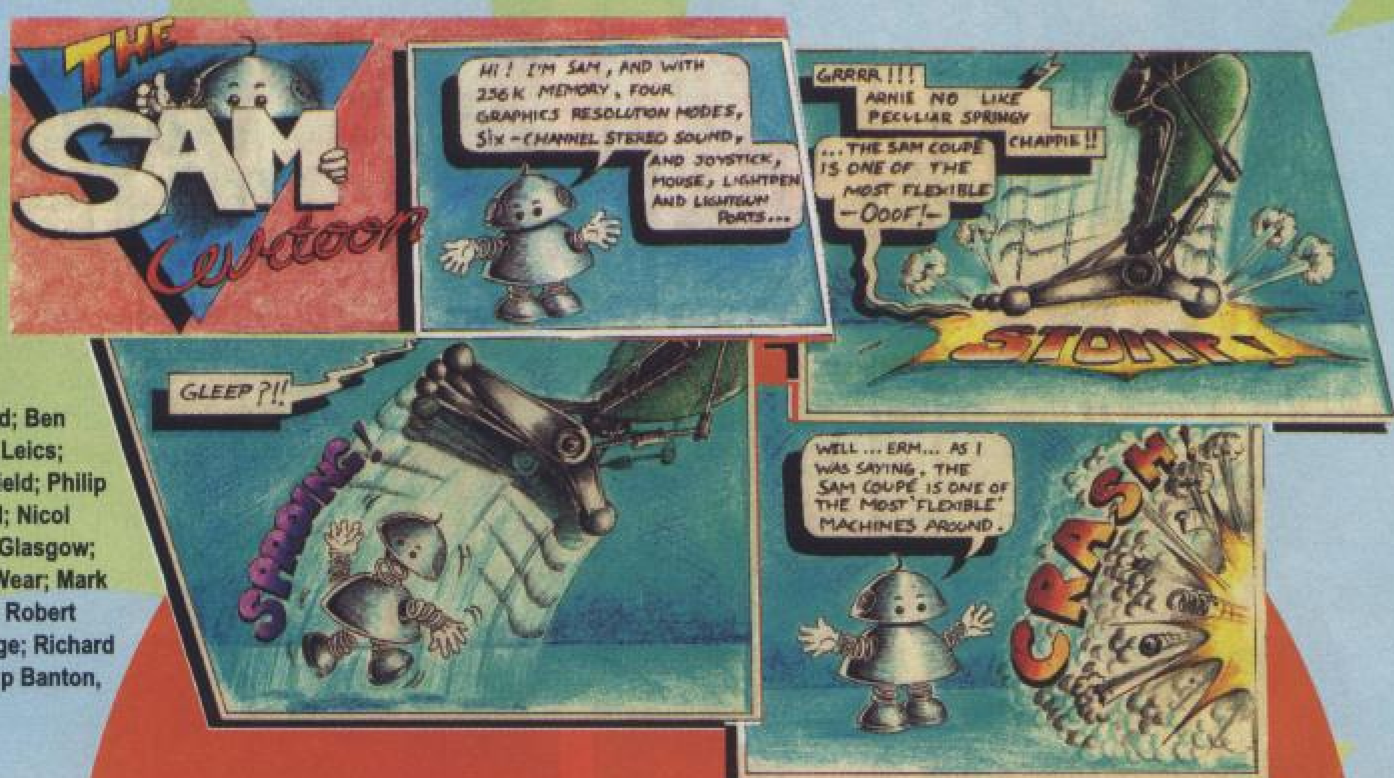
We promised that the designer of the best SAM Coupé cartoon would land themselves a fabbo spanking new SAM computer (or £200 worth of goodly games), while ten runners-up would bag a spiffing game. After the hassle of our involuntary holiday a couple of months back, we thought all the entries had gone walkies. Fortunately, we were wrong.

We've managed to dig them all up from where they'd hidden themselves at the bottom of the garden and, quite honestly, they're *brilliant*. We had a hell of a job trying to choose between them but we finally managed to pick the winner and ten smashing runners-up. So, without any further ado, her goes:

WINNER: Brian Eyre, of Limerick, Ireland

Well done! There'll be a stonking SAM computer winging its way over to you, ASAP!RUNNERS-UP

Garnett Marriott, Sheffield; Ben Clews, Melton Mowbray, Leics; Grant D Pimm, Huddersfield; Philip Byrne, Co Dublin, Ireland; Nicol McKenna, East Kilbride, Glasgow; Steven Heaney, Tyne & Wear; Mark Corrin, Ormskirk, Lancs; Robert Challis, Linton, Cambridge; Richard Scrase, Bristol; and Philip Banton, Workington, Cumbria.

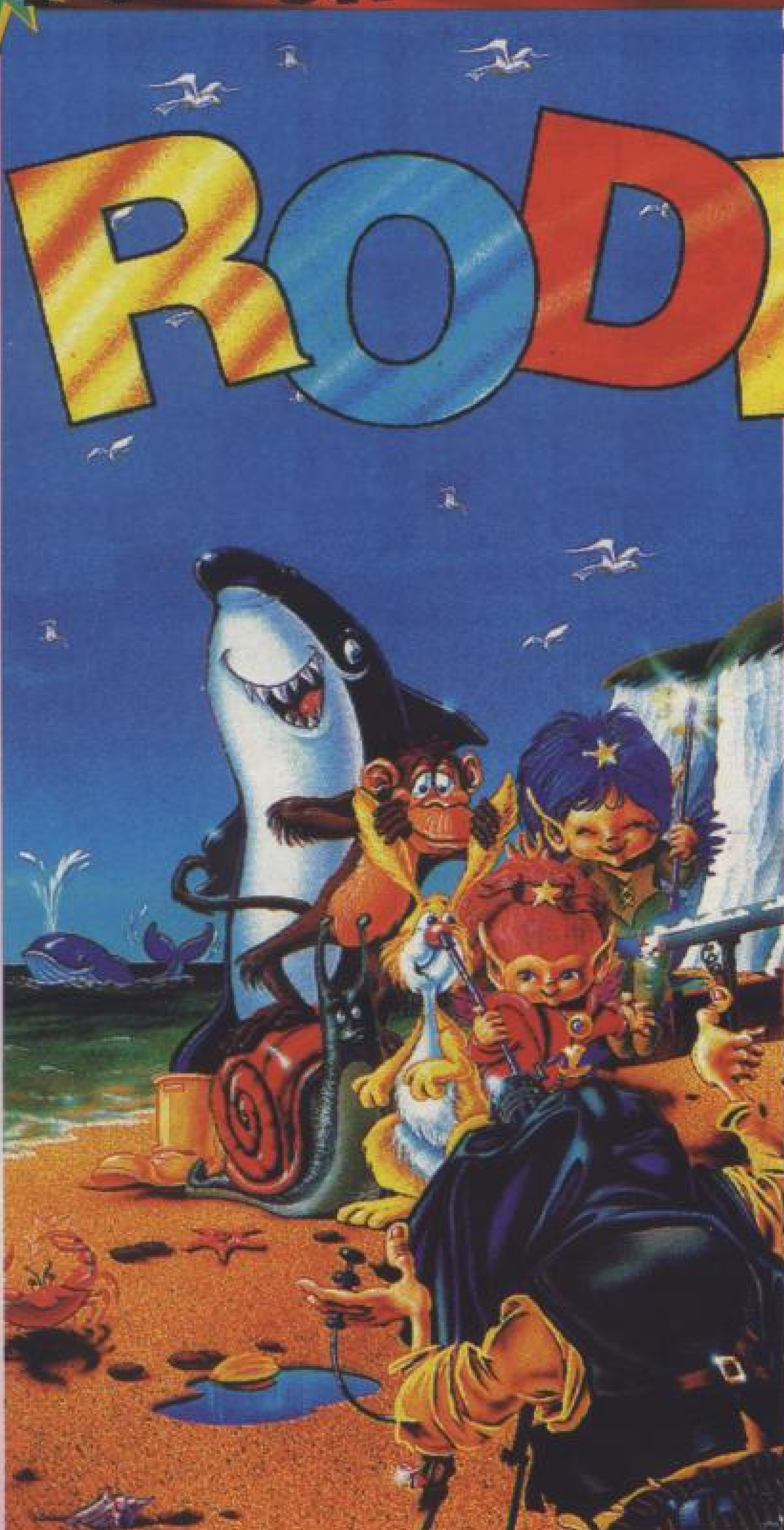






Aren't they great? Watch out for more next month. And don't forget, if you've got snazzy drawings, photos or cartoons and would like to see them in print, wing 'em over to us at CRASH, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW.

RODLAND



Storm ● £11.99



There are fairies at the bottom of our garden, cute wittle fluffy ones with tiny noses and glittery wands. And they're coming to *get me.* (Quick, fetch the men in white coats before Nick gets any more gooey —Ed). The dainty folk have even got their own computer game, where NICK ROBERTS discovered them.

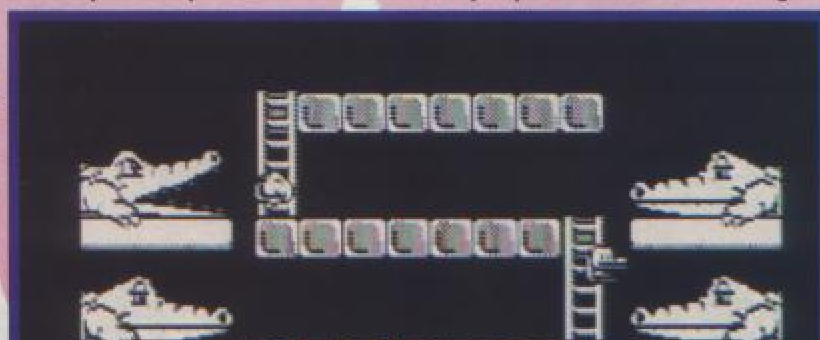


● Oh dear. It looks like Father Christmas had a few too many this Yuletide

It was a quiet day in the fairy village. All the fairy folk were going about their daily chores, minding their own business, when something very bizarre happened to them all. To their horror, they began to change, not out of their pyjamas for breakfast (as all good fairy folk do), but into strange fluffy fiends. They no longer have control over their actions and have kidnapped the beloved mom of Tam and Rit, the heroes of the hour.

This parent in peril now lies captured at the top of the Maboots Tower (not an AA recommended hotel, by any stretch of the imagination) and Tam and Rit are her only hope. So armed with the magic rods of Sheesanamo and their special shoes, the daring duo set off to save the day.

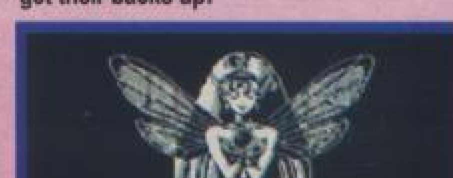




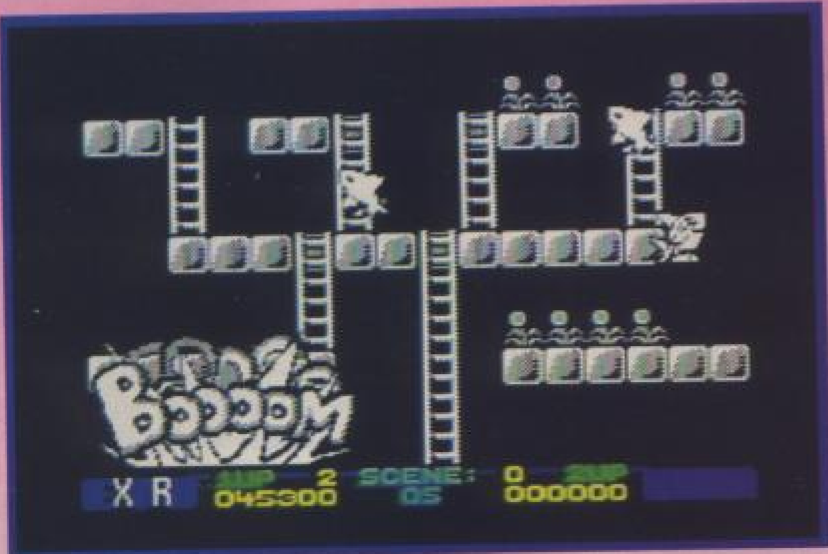
● The snap-happy 'gators are out to get you. Betting get your bopping stick out

SQUASHING SQUIRRELS!

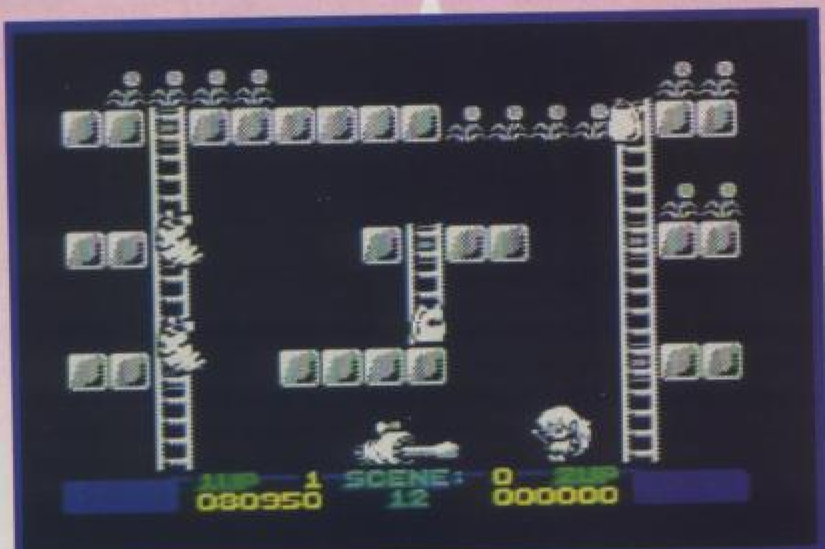
Bashing cutesy characters on the head with a big rod is what's called for in *Rod Land.* You wouldn't think these fairy folk had it in them but they're incredibly violent when they get their backs up!



● That's kind of you, love. I could get tuppence for this down the market



● I wonder what happens if I touch these two bare wires together?



● Ere! That nasty little blighter's poking his tongue out at me!

I reckon the *Rod Land* programmer was on drugs or something when he invented this. On the journey through the Maboots tower you meet animals like sharks, squirrels and rabbits, but also a variety of very strange baddies: killer spuds and corncobs, and rude-looking blobs called Polymorfs try to getcha with their terrible tongues.

Wiping out these weird creatures with just a rod to protect yourself ain't no picnic but it can be done. Bop them on the head, pick them up and repeatedly bash them on the floor. Luv'ly.

Collecting flowers gives extra points and picking up the last one turns all the nasties into 'Kabura', sort of like red turnips! Killing these makes them drop a letter of the word EXTRA. Collecting them all gains Tam or Rit an extra life!

WICKED WEAPONS

Bashing a baddy makes them drop special weapons to help the quest. These range from the usual boring missiles and bombs to things like ice, flame and 'revel' that bounces four balls around the screen killing everything they touch.

At the end of each level a big boss baddy like the terrifying elephant on a trapeze or killer whale and its babies come out of hiding for a battle. These fairies may be dainty and sweet, but they're hellish strong — I mean, could you swing a shark from side to side until its head caves in?

Rod Land is excellently presented with lots of colourful graphics and groovy tunes before you start playing. In-game graphics are well drawn and animated but are in black and white monochrome! They could have squeezed some sort of colour into the game, even if it was only for the main characters. These minor moans haven't stopped me playing the game, though — I'm totally hooked!

When I started playing I was stuck on the first few levels; I just couldn't get the hang of bashing the creatures around the screen. But I soon mastered the controls and after defeating the first big boss there was no stopping me! *Rod Land* is highly recommended to *everyone*. It may be sickeningly cute but it's also fantastically playable — I just can't get enough!

● 86%

Wild Weapons!

MISSILE K A standard weapon. When launched a missile travels horizontally until it hits a baddy or the side of the screen.

SUPER K The second standard weapon. Bounces until it hits the edge or kills a baddy.

BOMB K That's more like it! This sets off a large explosion killing any nearby baddy.

HYPER K When activated, Hyper creates two shock waves that kill all baddies on either side. Make sure all baddies are within range for maximum bonus points.

REVEL K Splits into four individual bouncy balls that butchers baddies on contact. Can only be found on selected levels.

ICE K Produces a spray of deadly ice crystals.

FLAME K Our favourite. When picked up this gives you a flame thrower for a limited time.



● Looks like they're having a whale of a time! Har, har!



LUC

Hurrah! At last, a game where the heroines aren't girly wimps! Tam 'n' Rit are beautiful, smart and *rock 'ard*! Okay, so they're fairies, but nobody's perfect. Basically, this is one hell of a game. It looks great, plays well, sounds good and drives you *insane*. I even gave up my lunchtime gallon of lager to play this so it *must* be good. The way the femme fatale fairies pick up anything from sharks to corncobs and whales to elephants and throw them around until they snuff it made me laugh my head off. Although monochrome, the sprites are nicely drawn and good animation sets them off a treat. This game's a treat for all platform freaks and beat-'em-up fans. Viva la rock-'ard girlies! ● 89%



Rating

A perfect conversion of a fun coin-op. Grab your magic rod and bash a bunny today!

PRESENTATION	89%
GRAPHICS	86%
SOUND	83%
PLAYABILITY	91%
ADDICTIVITY	90%
Overall	**88%**

Cisco Heat

Image Works ● £10.99 cass

How'd you like to leap into a turbo-charged police car and bomb up the road, killing innocent bystanders and trees alike? Now you can, with Image Works' latest offering, *Cisco Heat*. MARK 'SLEDGE HAMMER' CASWELL grabbed a .44 Magnum and shades to drive a bullet-riddled car at suicidal speeds.





● Three, two, one and put the pedal to the metal. (You're the red one by the way)

Not content with screeching around the streets throughout the year, preparations for the annual policemen's race are underway. Certain sections of San Francisco are cordoned off, ready for police departments from all over the US to do battle. You play the SFPD's most suicidal bobby, who races against other like-minded maniacs for the honour of your department.

The first section of the race starts on Golden Gate Bridge and ends several tyre-screeching blocks away on Fisherman's Wharf. Plenty of competition lines up on the starting grid, revving their engines as they wait for the chequered flag. To avoid confusion, the jolly programmer chappies have made your car a flashy red colour.

TRUST ME, I KNOW WHAT I'M DOING

As with most racing games nowadays, the car has manual gears, so leave the car in low until you reach 100mph or so, then wop it into high.

Though the roads are closed, the Sunday drivers are out in force, not that they damage your car if you smack into them. Something much worse happens — you lose precious race seconds. Similarly, if you hit the traffic that crosses the road at certain points or pile into the scenery, another few jiffys are lost.

The SFPD's reputation's at stake here, don't let the guys down. Look on the bright side, at least you can't be stopped for speeding!

BOOK HIM, DANNO, MURDER ONE

Mirrorsoft should be arrested for trying to convince innocent Speccy owners to shell out their pocket money for *Cisco Heat* at full price. I've seen better racing games on budget labels — *Chase HQ*, for example. It's not that the game's crap, by any means — the graphics are detailed, even though they're mainly monochrome — but the market (this little piggy goes to market, ha ha —Ed) is full of racing games and anything new has to have something special to stand out from the crowd.

Sadly, *Cisco Heat* is stuck somewhere in the mediocre pile. If it'd been released a couple of years ago the story could have been different, but before you consider purchasing it now, take my advice — try before you buy.

● 56%



● Screeech! These cop cars don't go very well sideways, do they?



● Oh my God! Some nutter's gone and stuck a bus in the road!

NICK



One type of game the Spectrum's never been short of is racers. There are car, truck, motorbike, jet-ski and even push-bike racing games available — all of them a lot better than *Cisco Heat*! There's some sort of game in there, but simplistic graphics and terrible colour clash hide it. The action's supposed to take place in San Francisco, famed for its hills. The ones in the game aren't smoothly curved, they jolt up and down at drastic angles and when driving up one it's impossible to tell what's on the other side. You usually end up smashing into the back of another car, often losing yourself the race. There are much better racing games available on rerelease, check them out and save yourself a lot of dosh! ● 42%

Rating

***Cisco Heat* is okay as far as it goes. Trouble is, it doesn't go very far.**

PRESENTATION	53%
GRAPHICS	50%
SOUND	58%
PLAYABILITY	54%
ADDICTIVITY	51%
Overall	**49%**



Titanic Blinky

Zeppelin • £3.99 cass

Whooo, it's a ghostie! After the success of *Blinky's Scary School*, our paranormal prankster pal's back to spook us once more. MARK CASWELL throws a sheet over his bonce and trips over 'cos he forgot to cut eyeholes (what a twit —Ed)...

NICK

Ooo! Scary stuff, this. Lots of ghostly goings on with the Number One spook. After popping all the nasties in his *Scary School*, the little apparition is back with a new adventure set on the spooky SS Titanic. This game's not as immediately appealing as *Scary School* but once you suss out what's going on you find yourself hooked. The artist for the Blinky games has put lots of colour into the graphics and doesn't worry about clash, but this doesn't spoil the action at all. The many levels are going to keep me playing for a long time; from collecting notes and creating a tune to swimming around underneath the Titanic, it's loads of fun. I loved the original game to death and the sequel is just as enjoyable. • 82%





• The ghost with the most is back, and this time he's got a gun!

Arthur J Hackensack's a very nasty, power-mad billionaire who craves world domination. To this end he's kidnapped the good Professor Frobisher Goonhilly and forced him to build a negative psyche machine. Using its strange matter-warping properties, Hackensack has changed the Isle of Wight into a large custard slice (as you do —Ed)!

City after city has been turned into weird and amusing shapes to demonstrate Hackensack's evil intent. With conventional forces useless against psychic energy, the World Government's looked to a new breed of hero, and so Blinky, spooky star agent of SPECTRE (Society for the Prevention of Ectoplasmic Crime, Telekinetic misuse and Reality Endangerment), is immediately put on the case.

WHO YA GONNA CALL?

Armed only with an ectoplasmic gun and a case full of disguises, the courageous spook is parachuted onto the deck of Hackensack's base ship, the newly raised SS Titanic. As old sheet-head leaps from platform to platform he's attacked by a wide range of fearsome creatures. Each hit knocks down Blinky's energy bar so shoot first and ask questions later. If Blinky loses all his lives it's Game Over, but could someone please tell me how on earth you kill a ghost? (Give him plenty of exorcise? — Ed.)

The first scene's on board the Titanic, and the aim's to collect musical notes and take them to the whistle on the boiler funnel. This gives you access to the bridge and diving gear used to take a short swim in the Atlantic Ocean.



• Down at the bottom of the deep blue sea. Catching fishes for me tea!

DIZZY AND BLINKY CLASH!

Will Blinky become as popular as Dizzy (cue chorus of 'Dizzy, my head is spinning...')? If there's a third game and it's as good as this, I'd say a resounding YES. Puzzle fans as well as platform junkies will love *Titanic Blinky* — it's fun, fun, fun all the way.

The puzzles are thankfully fairly simple to solve; even a thicko like me (your words, Caswell —Ed) managed to get a fair way into the game on my first couple of attempts.

Graphically, *Titanic Blinky*'s little short of brilliant. The sprites are all big and bold with bucketfulls of colour splashed around. There's the odd bit of colour clash but this doesn't affect the playability. Despite being a scary ghost, Blinky's a cuddly little critter, but some of the creatures wouldn't look out of place in Stephen King's worst nightmare.

So move over Dizzy, *Titanic Blinky* is on your tail and gunning for your crown. Go out and buy this game, now — it's well worth the measly asking price.

• 85%



• Put the reflectors in the right place and you can become a piece of cake!

Rating

Spooky fun with everyone's favourite ectoplasmic entity.

PRESENTATION	85%
GRAPHICS	83%
SOUND	77%
PLAYABILITY	85%
ADDICTIVITY	83%
Overall	**83%**

Bubble Dizzy

Code Masters ● £3.99 cass



Anyone remember the old ads for Corona pop? Y'know, the one with the fat orange bubble ordering the others about (in a manner not unlike Top Cat), "Every bubble's passed its fizzical" etc etc? WARREN LAPWORTH gets among similar fragile spheres for the latest day in the life of Dizzy.

Oh, a life on the ocean wave! Picture it: the sun, the sea, the salt air, the waves (bluergh!), the seagulls plopping on your head. It's so relaxing...

But not for Dizzy! Immediately prior to *Treasure Island Dizzy*, nasty pirate Captain Blackheart (wooden leg, eyepatch, parrot — the works) captured the happy egg and forced him to walk the plank! Dizzy found himself on the sea bed, his air supply rapidly running out and no obvious means of escape! What was he to do?

Well that's where you come in, steering him to the surface and Treasure Island. How? Simple. Bursts of oxygen leak from the sea bed, forming bubbles which the stranded eggy-weg can hop onto and use as graceful (if somewhat unusual) underwater elevators.

Er, okay, it's not that simple: Dizzy isn't the most sylph-like of ovoids so the bubbles soon pop under his weight. To continue his upward progress, he must fall or jump onto another bubble, as or before his current transport bursts. Alternatively, he can hop onto ledges jutting out from rock walls before hitching a ride on a passing bubble.



● Looks like fizzy Dizzy is more interested in where he's been than where he's going

WAAGH! SHARKS!

Okay, okay, I'll come clean, it isn't even *that* simple: various aquatic predators lurk in the underwater caverns Diz finds himself in, and they're not about to offer him a jelly baby. Electric eels, whales, sharks, octopuses (octopi, if you're a snob) etc wander about, getting in the egg's way.

Should Dizzy come into contact with any of these creatures, a fraction of his precious air supply is lost. When it falls to zero, Dizzy drowns and loses a life.

His air supply also acts as a time limit, gradually used up as he attempts to escape from his watery prison. However, when bubbles burst under Dizzy's feet a fraction of its air is added to his supply.

Oysters are scattered around various ledges and landing on one earns Dizzy the shiny new pearl inside it! When he reaches dry land, a pearl bonus is added to his score before he's sent to the next level of bubble-hopping fun.



● Is he fresh or is he hard boiled? Let's drop Dizzy in the water and find out, shall we?



● Is it a bird, is it a plane (what, underwater?), no it's Mr Potato head!

OH DEAR

I won't beat around the bush (madam) — this is the worst Dizzy game ever. *Bubble Dizzy* makes eating soup with a fork look easy. And it's not even a case of becoming used to the game and the skills it demands, because progress is most often through luck rather than judgement.

Presentation's good, Dizzy spiralling to the sea bed in the title screen then hanging onto the gangplank as Blackheart stomps on his fingers during the game intro. The graphics are pleasantly defined — even though Dizzy looks like a fat chicken drumstick with arms — but eels, swordfish and so on are surrounded by colour clash blocks.

I've spent too long working my way toward the surface only to fall right down again, no bubbles to support me, and waiting on a crag watching my air supply trickle away, no bubbles appearing beneath me, to be able to recommend Dizzy's latest escapade. Toughened gamers with the patience of several saints may give it a try, but repeatedly bashing your head against a brick wall is generally more productive.

● 48%

NICK

This is one of the games that was supposed to be part of the *Dizzy's Excellent Adventures* collection but didn't quite make it in time. It isn't exactly brilliant; Dizzy looks nothing like the hero we know and love and the gameplay is so frustrating I couldn't stand to play it for long. Jumping from bubble to bubble is an almost impossible task. They don't last very long before they pop and the creatures that inhabit the depths are always in your way. There's a nice animated sequence at the start of the game where the pirate makes Diz walk the plank, but it can't be by-passed so you have to sit through it each time you play! The background graphics and nasties are great but it should have been called Mr Potato Head not Dizzy! It takes a lot of practice to get past the first few levels but if you think you have enough patience, try it out. ● 69%



Rating

PRESENTATION	77%
GRAPHICS	72%
SOUND	66%
PLAYABILITY	48%
ADDICTIVITY	49%
Overall	59%

Pit-Fighter

Domark, £9.99 cassette

Pit-fighting has got to be *the* most violent game ever. You have to be well 'ard, a sado-masochist or a suicidal maniac to even *think* about entering. Being brave and macho (tee-hee —Ed), MARK CASWELL 'volunteered' to get in the pit with a bunch of psychos. Seconds away, round one! (Ding!)



It's a funny old game, isn't it? I mean, what sort of person would want to jump in a ring and have the living daylights beaten out of them? Oh well, it takes all sorts.

Despite being highly illegal and oh-so painful, pit-fighting draws huge crowds and many young hopefuls (mugs!) who want the Pit-Fighter crown. Alone or with a partner, you play one of three chaps, all newcomers to this particular contact sport but tough as old boots. The choices are Ty, an ex-kick boxer, Kato, a karate expert, or Buzz, an ex-pro wrestler.



● Lots of video digitised graphics on the title sceen.

KICK 'EM IN THE... KNEECAPS

Once the characters are selected, you're put against the toughest pit-fighters around, including the Ultimate Warrior, the current champion. Your task is 'simply' to eliminate all contenders.

Your battle starts with the pleasantly named Executioner. Each competitor has an energy bar depleted by hits; move fast and deck 'em hard. There's a finite number of kicks and punches available plus a unique move for each character.

Once a combatant's energy bar hits zero they're out of the contest (and probably dead). If, by any remote chance, you win a bout, your score is totted up, according to how well (and how aggressively) you fought. A basic 'fight purse' is awarded to the victor, then KO and brutality bonuses awarded, if warranted.

Every third bout is a grudge match, where you battle either a computer-controlled clone or a mate. Yes, the pit's a tough place to be, but you're no big girl's blouse... are you?



● You put your left leg in, your left leg out, In, out, in, out (SNIP! That's enough of that thankyou — Ed)



● Excuse me mate, but I think your head just exploded. Look it's spread all over those people in the background

NICK

You have *got* to be joking! This isn't a computer game, it's the poor reception you get during a thunderstorm! On loading, there's a display of badly digitised animation and pathetic expanded text accompanied by a tune which drives you potty. I battled through the control selection and started a game only to be stunned in disbelief! Each sprite seems to have been defined really small and blown up to fill the screen. Perhaps this was done to compete with the likes of *Final Fight* — failing, of course. The graphic artist has used some colour in the graphics... pity it leaks out of the fighters and into the background, really! Come on, Domark, what are you playing at? There are much better beat-'em-ups available for a couple of quid, down the market. I know the Spectrum doesn't have the graphic capabilities of 16-bit machines but its games don't have to be this bad. If I'd paid £10 for this pile of rubbish I'd be well cheesed off. Keep away! ● 24%



WHAT'S THE GAME LIKE, THEN?

Unfortunately, it's a pile of doggy doos. I'd hoped games like *STUN Runner* and *Hydra* were a glitch in Domark's marketing plan. But sadly, *Pit-Fighter* is, ironically, the pits!

The graphics are horrendous. The sprites seem to have been expanded from half an inch to around four inches in height, resulting in a blobby mess lumbering around the screen like a pregnant hippo. Combined with very jerky scrolling, this makes a very disappointing game, which is a shame 'cause *Pit-Fighter* in the arcades is very spiffy indeed.
● 29%

Rating

Oh dear, whatever's happened to the ace coin-op? It's been poorly converted, that's what!

PRESENTATION	28%
GRAPHICS	15%
SOUND	33%
PLAYABILITY	30%
ADDICTIVITY	26%
Overall	**27%**

Neighbours

Impulse ● £10.99 cass ● £15.99 disk

G'day cobbers, it's time to throw a couple of steaks on the barbie and crack open a tinnie 'cos *Neighbours* the computer game is here (the first person to sing the *Neighbours* tune will be nursing a fat lip).

The game's set in everyone's favourite street on a very hot day. Several of the more adventurous characters decide to hold a friendly race so you stand in the trainers of Scott Robinson (who hasn't been in the programme for ages) and trundle about on his beloved skateboard against four of his pals (who gives a Castlemaine XXXX?).

These are Charlene Ramsey, Henry Ramsey, Mike Young (who all haven't been in the programme for ages) and Matt Robinson, each racing in a different vehicle. Charlene's in a go-kart, Henry's on a tractor-lawnmower, Mike's on a skateboard and Matt's borrowed Mike's motorbike.

Not all of Ramsey Street's inhabitants are in favour of the race, including Mrs Mangel (who hasn't...), Todd Landers, Bouncer the dog, Harold Bishop (moany old git) and even Skippy the kangaroo and his mates, who've escaped from the local zoo.

There are eight individual races set over four locations, two in each location: Ramsey Street, Lassiter's Complex, Erinsborough High and Anson's Corner. You first choose between a normal and fast skateboard then specify the number of obstacles and contenders (1-4). Of course, contact with any obstacles knocks down the old energy bar, but there are collectable goodies scattered around to replenish flagging spirits.

I can't say *Neighbours*, the game, particularly impressed me. I've watched the TV show a couple of times but didn't recognise any of the character sprites in the game. It's the type of terribly simple game where you just rush round avoiding obstacles (wake me up when it's my turn, someone).

In short, *Neighbours* wouldn't be great value for money even on a budget label; at full price it's a rip-off.
● MARK



● Arrgh! Look out, it's Kylie in her go-kart. Looks like her driving skills are just as good as her singing skills!

Rating	
PRESENTATION	55%
GRAPHICS	50%
SOUND	51%
PLAYABILITY	45%
ADDICTIVITY	49%
Overall	42%

Super Hereos

Domark ● £14.99 cass



● Gosh, it's The Spy Who Loved Me, but then everyone loves me really don't they?

The follow up to the *Heroes* compilation is finally here! *Superheroes* (how original!) includes four games: *Last Ninja 2, The Spy Who Loved Me, Strider II* and *Indiana Jones and the Last Crusade.*

Last Ninja 2 takes place in modern day America, our hero, Armakuni, thrown forward in time by his arch-nemesis, Shogun Kunitoki. Now Armakuni, the last of the ninja, must battle his way through downtown Manhattan for the final showdown with Kunitoki. But Kunitoki's henchmen have murder on their minds so Armakuni had better find a weapon pretty damn pronto!

The Spy Who Loved Me is based on the James Bond movie of the same name. 007 and Anya Amasova (also known as Agent Triple X) are investigating arch-baddy Karl Stromberg. Two nuclear submarines have been nicked — all Stromberg's doing, of course — and it's up to Bond to prove it. As always, Q comes up with a range of gadgets to help out, including machine guns, missile launchers, smoke guns and the good old submarine car.

Strider 2 is more swashbuckling fun as our springy-legged pal sets out on an important mission to the planet Magneta. He has to save the world leader, but this isn't some old fogie in a bath chair, it's a very attractive woman (hurrah! —Ed). So with plasma sword and a couple of new weapons in hand (gyro laser and matter converter, to be precise), Strider sets out to fight for truth, justice and a luscious damsel in distress.

And finally, *Indiana Jones and the Last Crusade* follows in the footsteps of Harrison Ford's fedora-hatted hero. Indy has to explore four levels, collecting artefacts from each. But in his way are an array of Nazi troops who, like Indy, are after the legendary Holy Grail.

The *Superheroes* package is quite a pleasant surprise, the only dud being *Indiana Jones and the Last Crusade.* The rest of the titles are all very playable and individually would still be worthy of full price status. Unless you already own some of the games in this pack, you could do far worse than buy *Superheroes.*
● MARK

Rating	
PRESENTATION	82%
GRAPHICS	83%
SOUND	79%
PLAYABILITY	81%
ADDICTIVITY	85%
Overall	84%

Hard Drivin'

The Hit Squad • £3.99 cass



• Select a track and away you go! Just like a giant car racing jukebox!

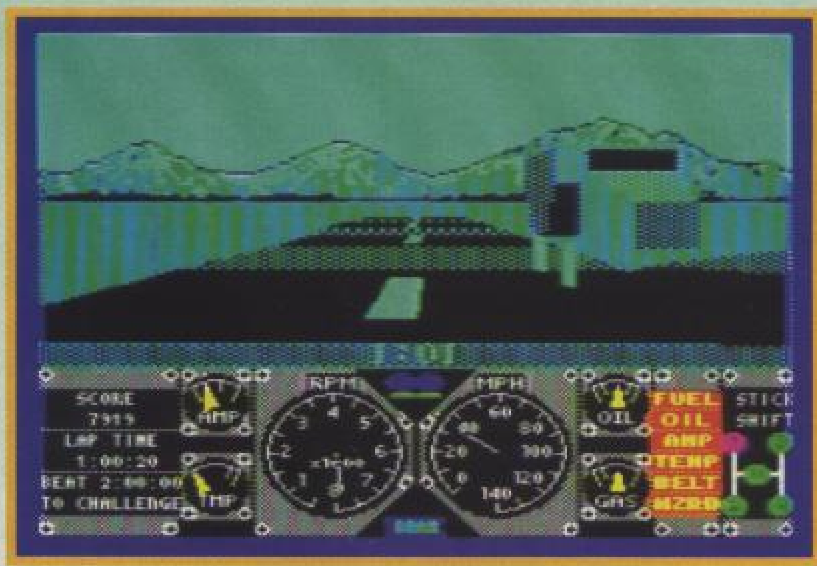
One of the most realistic arcade machines ever to take your dosh became an amazing home computer game back in January 1990 and earned itself a CRASH Smash with 92%. Now this mega game is on rerelease from The Hit Squad!

There are two action-packed courses to choose from, the speed track and the stunt track. Choose the former then zoom around to the check point in the shortest time possible. The stunt track's a different kettle of fish altogether: open bridges, banking curves, steep hills and loop-the-loops are all lurking on the course. The speeds you take obstacles at are restricted, too — go too fast over the bridge and you won't touch the other side.

The great thing about *Hard Drivin'* is once you've smashed the car into a pulp you get an action replay from above so you can see exactly where you went wrong — or have a good laugh!

This is a damn good version, the coin-op's three dimensional landscapes excellently recreated. The big advantage the Spectrum version has over other formats is that by holding down the space bar the steering wheel's locked and the car goes forwards instead of sliding all over the road. This little feature doesn't make the game much easier — it just saves your sanity!

Hard Drivin' is one of the best arcade conversions I've ever played. If you're a fan of car racing games or addicted to the coin-op, give this a whirl — you won't be disappointed.
• NICK



• Who's that maniacin the truck? Someone should tell him he's only got two wheels!

Rating

PRESENTATION	84%
GRAPHICS	90%
SOUND	82%
PLAYABILITY	89%
ADDICTIVITY	85%
Overall	88%

Altered Beast

The Hit Squad • £3.99 cass

Altered Beast takes us back to a time when nasty mythological creatures roamed the Earth and the only mighty heroes around were six-foot under. A good example is the heroic-type corpse resurrected by Zeus (the head honcho of the Greek gods) to rescue his daughter, Athena, from the clutches of Nelf, Lord of the Underworld (cue evil laughter).

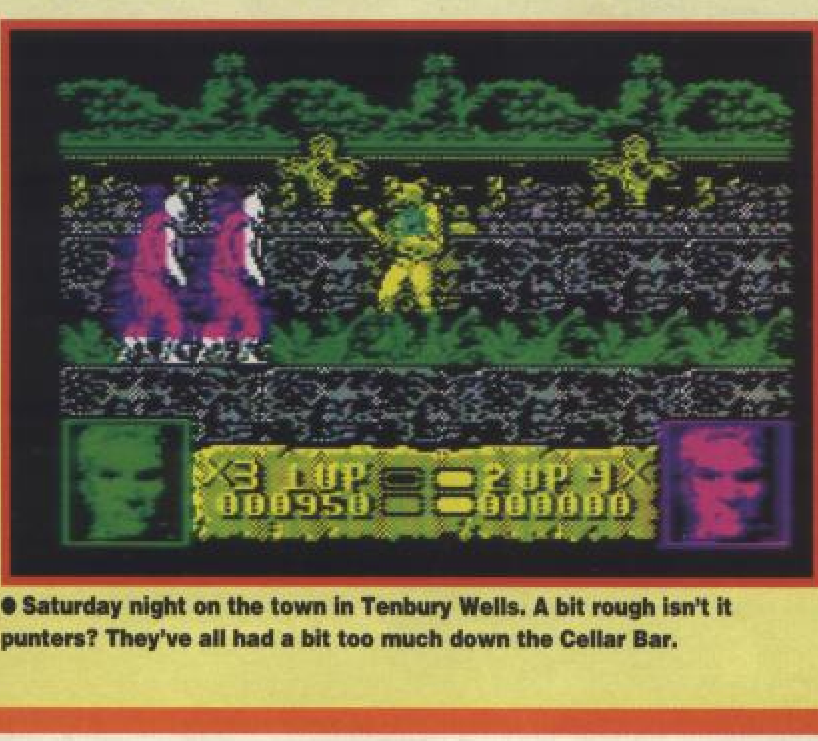
But of course, Nelf, despite having a stupid name, is pretty sharp in the smarty-pants department. He isn't going to give Athena up without a fight, but not to worry 'cause our zombie lad (when alive) won honours in monster mangling and wrote a best-selling novel titled '100 Places To Stick A Very Sharp Sword' (I've read that one, so watch it —Ed).

The game's a multi-level affair with most of the attacking creatures looking like extras from a George Romero flick. In normal mode, the player sprite could probably go a couple of rounds with the likes of Mike Tyson. But once in a while glowing 'spirit balls' (ahem!) appear. Collecting one means our hero can leap buildings in a single bound, catch bullets in his teeth etc (well not quite, but you know what I mean). Grabbing a second ball (madam), the character transforms into a strange were-beast with awesome powers (able to push tall buildings over, throw unfeasibly large objects around etc).

When first reviewed way back in Issue 71, *Altered Beast* didn't receive a particularly warm greeting. And now, two years later, the story's just the same. Don't get me wrong, the game isn't dire, but the programmer should have been shot a birth.

The colour scheme is horrendous, a definite case of 'pass the sick bag, please Vicar', but the real problem is the scrolling — it rarely keeps up with your movements so when you advance it often takes a few seconds for the screen to catch up.

Overall, *Altered Beast* is a slightly above average beat-'em-up that may just appeal to fans of the coin-op.
• MARK



• Saturday night on the town in Tenbury Wells. A bit rough isn't it punters? They've all had a bit too much down the Cellar Bar.

Rating

PRESENTATION	65%
GRAPHICS	55%
SOUND	68%
PLAYABILITY	66%
ADDICTIVITY	63%
Overall	69%

Round The Bend

Impulse, £9.99 cass, £14.99 disk

Hands up who watches kids' TV? If you do you'll know Doc Croc and his pals, those crazy characters of the sewers. We sent NICK ROBERTS down a manhole for the day to discover if he really is *Round The Bend*. (We certainly didn't need to send him away for that! —Ed.)





● It's bouncing Benny Hill in one of the hilarious sketches from his hit TV show. Where's the scantily clad women Benny?



● Who's that geezer with the massive conk? I bet he can smell a mouldy cheese at three miles!

'Doc, Doc, what are you doin' back here?' 'Marty, you've got to come back to the future with me! It's your kids, Marty...!' Whoops, sorry, that's the wrong Doc isn't it? (Oh God! He's gone off his head already! —Ed).

Let me see... Oh yes. Doc Croc's the healer in this story, a crazy crocodile who runs a comic company and accidentally blows up the new video printing press invented by artist Lou Brush. Retrieve the press fragments and comic pages with the help of Jemima Wellington-Green and Vaudeville Vince Vermin (isn't this bizarre?).

They begin in Doc Croc's office, all the team assembled and raring to go. They venture into the sewers to rescue the pieces of comic, avoiding deadly bats, cans and ninja teddies — y'know, the usual things you find down sewers! Collision with any nasties sends the weirdo heroes straight back to the office in disgrace.



● These flipping designers are driving me Round The Bend!

COMIC CAPERS

If they find a comic page, enter it and search for the punchline (we could do with a few of those in the CRASH office —Ed). Each character has unique comic pages — some of them well weird — which can trigger off their specialist skills. They include 'John Potato's Newsround', 'Kenny McTickle and his Magic Kilt' and 'The False Teeth Versus Atomic Banana'. Wacky or what! Fans of the TV series will recognise the characters festering in these pages.

The team's worst enemy is time. If they can't find the comic pages before the deadline it's Game Over. Flippin' deadlines, they're a right killer, aren't they? (When have you ever stuck to 'em, Nicko? —Ed.)

MORE NUTS THAN A TOPIC!

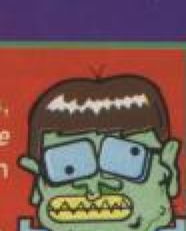
Round The Bend shouldn't be a full price game. It looks and plays like a budget release, making you wonder whether there was a mix up at Zeppelin. The TV characters are well drawn and animated but the colour's a bit drab, most of the game in monochrome. Jumping through the sewers dodging the enemies soon gets boring, too.

But you won't complete *Round The Bend* in a hurry. There are lots of pieces of the press to collect and the comic pages break up the monotony of the sewer sections. The strict time limit ensures you can't sit back to admire the scenery, though.

Not bad, but I expect much more in a full price game.

● 68%

MARK

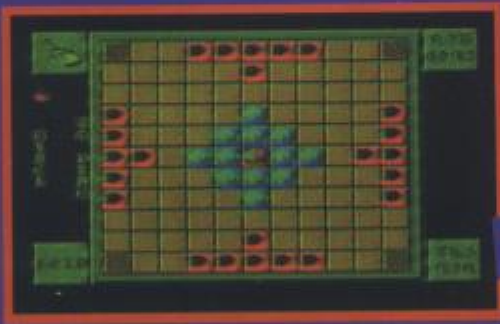


I've watched the TV programme a couple of times, although I'd no idea what was going on. *Round The Bend* is very aptly named, it's a totally potty race through sewers filled with creatures from the worst anchovy pizza-induced nightmare imaginable. The graphics are monochrome but Doc Croc and Co are readily identifiable. The main reason the game drove *me* 'round the bend' is the dratted meanies who take pixel-perfect timing and great patience to pass. I never managed to get more than seven or eight screens into the game because the darn opponents take their job so seriously. This is a great shame because on first play *Round The Bend* shows potential, but nothing turns me off a game faster than tough gameplay (girl's blouse —Ed). ● 72%

Rating

Nice graphics, shame about the gameplay.

PRESENTATION	77%
GRAPHICS	73%
SOUND	72%
PLAYABILITY	67%
ADDICTIVITY	67%
Overall	**70%**



Impatience

FREDSoft, SAM 512K, £9.99

● Put on your hat with the pointy horns and play...

You've tried tiling the roof and bathroom, now it's time to slap on your scruffy overalls for *Impatience*, a new two-game pack for the SAM 512K (the new name for SAM Coupé, by the way) which, surprisingly enough, includes a tile game!

In the 3D-style *Triltex*, match together and eliminate tiles with similar patterns and colours. Cursor keys, joystick or mouse control the pointer in 20 levels of frustration.

Five kinds of special tile appear later in the game. Bombs blow away neighbouring tiles, Flippers swop the positions of the four tiles around it, Mystery tiles only show their faces when 50,000 is scored, Teleporters swop positions and Twirlers flip the tiles clockwise or anti–clockwise.

Triltex's presentation is great, with slick, well drawn graphics and music that begs to be turned up! Some people moan there are too many puzzle games on the SAM. This may be true, but who cares when they're as addictive and professional as this?

The Viking Game is an ancient board game from the Viking Empire, 900 AD. (Unfortunately, there's not even a sniff of wanton maidens or Skol-quaffing, horn-helmeted, long-bearded, pillaging Scandanavians.) At first glance, it's similar to both chess and Draughts but once in play you soon notice the difference. It's for two players only so you need to find a partner. As a conversion of the board game it does it's job, but it isn't graphically impressive.

Impatience is a good purchase for any SAM puzzle freak. It's not as playable as Revelation's *Hexagonia* but I'm sure there's room for both in your software collection.

● NICK



● **Match the icons and win a prize. It's a luverly cuddly toy. Lets hope Brucey doesn't pop his head around the corner.**

Rating

PRESENTATION	69%
GRAPHICS	70%
SOUND	72%
PLAYABILITY	75%
ADDICTIVITY	77%
Overall	74%

Power Drift

The Hit Squad, £3.99

Hold onto your hats (and stomachs), we're off to the races for a nerve-racking battle against the clock in that cream of modern engineering, a Formula One racing machine... no, hold on it's a *sand buggy*?!

Power Drift was Activision's Chrimble race offering back in Issue 71. Your vehicle isn't as flash as a Porsche 959, a lamborghine, a Ferrari F40 or one of the new half a million quid Jaguars (ah, shame!), but sand buggys are rugged and well nippy.

First choose a character from the 12 ugly drivers on offer, then prepare for the race of your life on five of the wildest courses around. There are 11 computer-controlled psychopaths waiting to ram you off the road, so don't imagine it's just the course that'll cause problems.



● **Select your character and track and away you go**

Completing the stage in at least third place is your main priority, as it ensures a position in the grid for the next race, but getting a bronze trophy isn't as easy as it sounds (the gold 'un is even tougher to grab).

Graphically the game's good, but the programmers could have animated the buggy's tyres — it looks silly speeding around with static wheels. Also the similarity between levels becomes tedious (poke me in the ribs when the race is finished).

Overall, *Power Drift* is a game worthy of purchase at budget price, but don't expect *too* much.

● MARK



● **That's a bit of a steep hill. Better get out and push, I think**

Rating

PRESENTATION	70%
GRAPHICS	71%
SOUND	75%
PLAYABILITY	74%
ADDICTIVITY	69%
Overall	71%

Super Space Invaders

Domark, £9.99 cass, £14.99 disk



Just when you thought it was safe to buy another computer game, the original critters from outer space are back! *Space Invaders* is here again to drive you *nuts* and destroy every joystick in sight. NICK ROBERTS gets out his best trigger finger and shows them what he's made of...



● More shoot-'em- up action with those little aliens from Mars

What's the greatest shoot-'em-up of all time? Forget glittery graphics and atmospheric sound effects, *Space Invaders* is the original and best. I mean, what could be more entertaining (and satisfying) than blowing up wave after wave of the same alien, only for the little b'stards to reform and come at you again!

Back in the mists of time (we're talking pre-ZX81 here!), a Mr Toshihiro Nishikado had a yen (geddit?) to create a game to blast everything else into obscurity. The first person to use the microprocessor to give enemies intelligence, he came up with *Space Monster*, later renamed *Space Invaders*, a smash hit across the globe.

And now, 13 years later, the game's resurfaced with a few 'Super' add-ons.



● Blue moon, you saw me standing alone. La, la de—daaa!

PICK UP A POWER-UP!

With basic gameplay well over a decade old, the programmers had to improve on the original concept. They've added detailed backdrops for the aliens to move around on, stacks of weaponry and strange, constantly changing Invader formations.

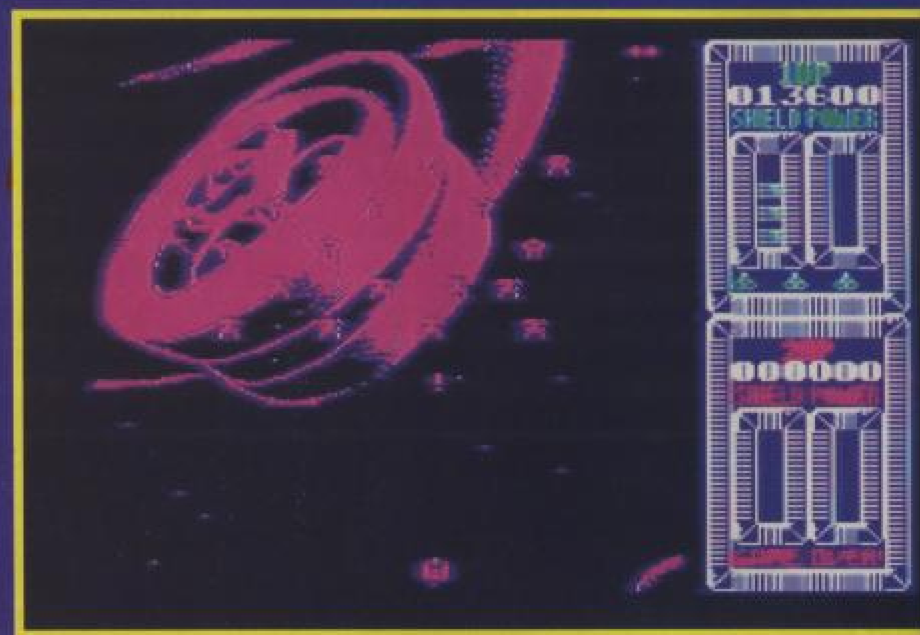
The extra weapons are essential to wipe out the waves of speedy aliens. Pick up the icons which fall when a certain alien is hit to get a 'Fire Flower', 'Destroy Beam', 'Hyper Laser' or 'Buster Beam'. Some last for only a few seconds so put your skates on!

Every few levels you get a bonus Cattle Mutilation round! Nasty alien types want to cownap your herd and take them to the big steak house in the sky. You can't be killed in the bonus level but can earn lots of bonus points by zapping aliens and saving cows.

FORM A QUEUE!

Technically there's nothing at all wrong with *Super Space Invaders*. The aliens thoughtfully move around the screen for you to wipe out with your laser gun. Simple. The problem is everyone got bored with the idea a long time ago (everyone in our office, anyway). Gameplay could've been speedier, too.

If you feel you can stay awake long enough, you may find *Super Space Invaders* quite playable but I can't see any lasting appeal. ● 64%



● Arrgh! Attack of the little purple flying things

MARK

Here's a real blast from the past! I remember when the first *Space Invaders* machine appeared in my local arcade, now Domark bring *Super Space Invaders*, basically the original program with a few extra bells and whistles. Don't get me wrong, I'm not denouncing the game. I enjoyed the nostalgia of frantically wrenching the joystick around, valiantly trying to avoid bullets. One thing lacking from this version are the barriers cowardly players (like me) hide behind. Instead there are shields that deplete as the xenophobic alien hordes hurl myriad bullets at your bonce. For my money, half the fun of the original game was the angst felt as the barriers slowly dissolved under enemy fire. *Super Space Invaders* looks good: the sprites are neatly drawn and the backdrops picturesque. In short, even though *Invaders* is as old as the proverbial hills, it's still darn playable. ● 79%



Rating

A cleverly updated version of an arcade classic but not quite up to Nineties' standards.

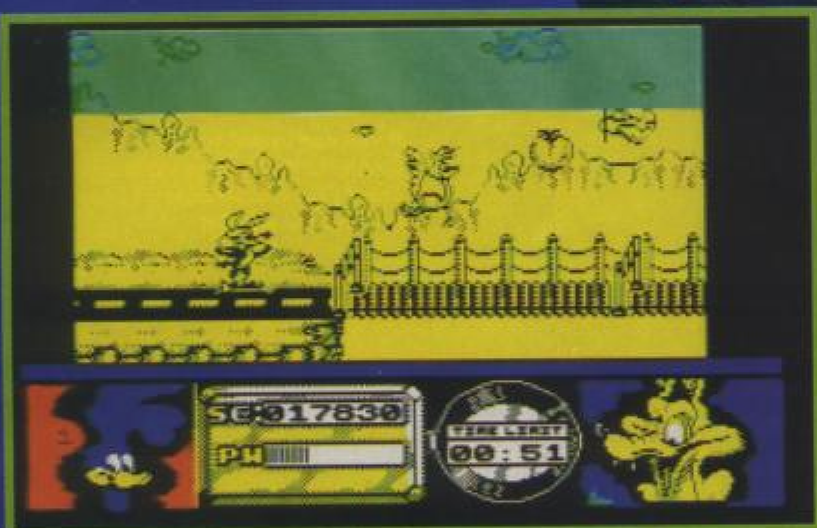
PRESENTATION	75%
GRAPHICS	69%
SOUND	71%
PLAYABILITY	69%
ADDICTIVITY	71%
Overall	**72%**

Meep meep! The cartoon exploits of the Road Runner and his hapless tormentor, Wile E Coyote, are fast, hilarious and above all, violent. MARK CASWELL orders a few ACME booby traps, straps on his rocket-powered roller skates and hits Mach speeds in his pursuit of the feathered fiend...

Road Runner & Wile E Coyote

Hi-Tec • £3.99 cassette





• You can't catch me ol' Coyote ' cause I can go "Meep meep!"



• The cunninglyeous disguisedeous Roadeous Runnereous. (That's him at the bottom of the screen)

Don't you just love 'em? The supersonic bird and the coyote who never gives up. There are plenty of thrills 'n' spills, and who can forget the classic scene where Wile E falls several hundred feet and kicks up a small cloud of dust as he hits the ground? Fans of the cartoon will be pleased that Hi-Tec have pixilated the Looney Tunes (th-th-that's all folks!) duo.

You play Road Runner, who's chased over eight levels by one of the most accident prone characters in cartoondom (I reckon the holder of this dubious honour is Tom the cat, Jerry's counterpart). The first sees RR picking up as much bird seed as his greedy tum will hold (bird seed equals energy). But out for your blood is THAT coyote, in a range of death-dealing machines.

FOOD FOR THOUGHT

Along with Wile E's kamikaze attacks, a range of unfriendly creatures try to send you to birdie heaven. In the status panel there's an energy bar which depletes on contact with the creatures or nasty objects Mr Coyote lobs, so a lot of ducking and diving is needed. This part of the game is timed; if you pack in enough carbohydrates, you move onto the second part.



• What is Wile E Coyote doing sitting on a VAX?

Here RR's allowed to show his paces as he zooms along a deserted and dusty road. Deserted, that is, except for fur-face and the very nippy contraptions he uses to catch you. The more energy you enter this part with, the better your chances of escaping.

Set in the road are a variety of obstacles that slow you down if you're not careful, and Wile E soon appears on a rocket. Basically it's a question of pumping up your energy to survive, or alternatively having enough patience. Personally I found little to keep me playing for long.

COYOTE CHAOS

The first section's a simple case of 'dodge and peck'. This is easy at first, but later it becomes @$!*#c☒ impossible. The second part offers very little challenge if you peck enough seed and avoid the obstacles.

Both the bird and the coyote are instantly recognisable, but I'm afraid I must have a moan: the backdrops are colourful but they often hide the monochrome characters. Many's the time I lost sight of the Road Runner — and it wasn't because of the speed he was moving!

Much like the cartoons, my favourite part's at the end of the second section, where the coyote plummets off a cliff to his doom, but that's not reason enough for me to recommend this licence.
• 59%

NICK

Yeah — one of my favourite cartoon duos in their own game! This is the first game in the new Hi-Tec Loony Tunes range but not the first Road Runner game. The Hi-Tec version looks very 'budget'. A good budget game should look like it could be sold at full price — *Road Runner* couldn't. There are two main stages which once completed repeat with different backgrounds and a slightly harder difficulty level. The scrolling sections are quite fun but when things repeat you soon get fed up. Graphically the game's great: the animation of the characters and the sequences where Wile E falls from a great height couldn't be better. Call me old fashioned but I want a bit more variety in a game. • 68%

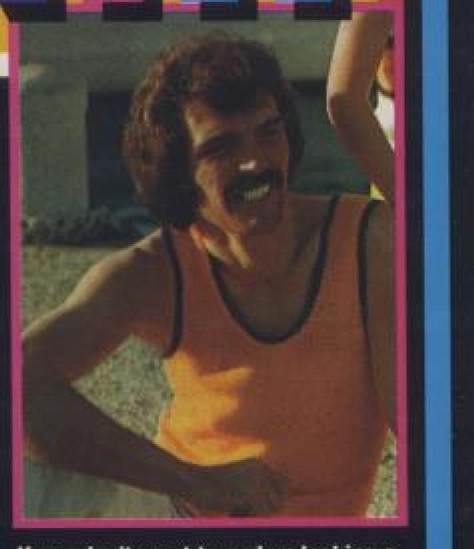


Rating

Road Runner and Wile E Coyote is a nice try — but no cigar.

PRESENTATION	72%
GRAPHICS	73%
SOUND	64%
PLAYABILITY	58%
ADDICTIVITY	55%
Overall	**64%**

NEXT MONTH



If you don't want to end up looking a complete drongo get out there and order your crucial dose of Spectrum brilliance — CRASH!

Get tanked up next issue 'cause we've got…

Battle Valley

Have a bash with this double-barrelled tank and helicopter shoot-'em-up. These two stars of many a game join forces in a perfect mixture of arcade action and strategy. Send your tanks on ahead to blow up the enemy mines and destroy the rocket launchers then send out a chopper to polish off the rest! Non-stop arcade action free in next month's CRASH!

HAVE A SNOG WITH CRASH THIS VALENTINES DAY!

Cuddle up with…

- As well as all these goodies we'll have an exclusive peep at one of the latest games to come out from hiding onto the Speccy scene. Tune in next month to discover what this mystery game is!
- And there's… Playing Tips, Techni–Tak, adventures, competitions and more reviews and previews than you can shake a stick at!
- Plus free Corky Caswell stickers to put all over your school books and scare your teacher with. Aaah, only joking… or am I?!

Over 'ere, son, on me 'ed!

Head the Ball

Jump into the role of a decapitated head and go in search of your girlfriend in one of the strangest games you'll ever play! Lots of gems to be collected and nastiness to be disposed of… Can you wait?!



A wet dog

Goodbye, Pokemania, prepare yourself to enter…

The Poke Zone

Party till the early hours with our all-new, ultra-trendy Poke Zone. All the cheats and POKEs for the latest games are here to turn you into the worst (or should that be best?) cheat ever to play on a Spectrum! Can you resist using those infinite lives? I bet not!

Look out - he's back!

PAPERBOY 2

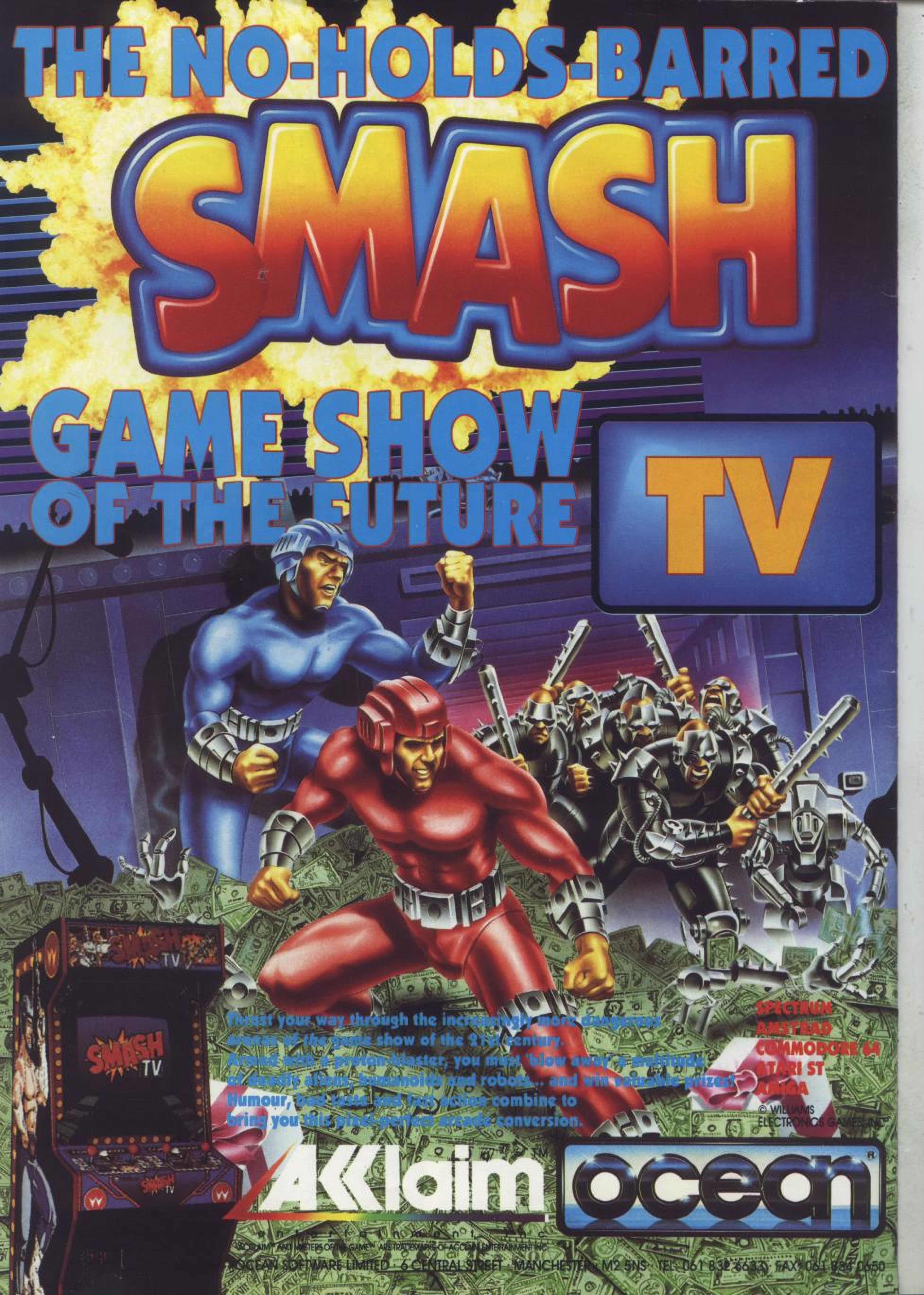
No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.
Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!





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GAME SHOW OF THE FUTURE
TV
Thrust your way through the increasingly more dangerous arenas of the game show of the 21st century.
Armed with a proton-blaster, you must 'blow away' a multitude of deadly aliens, humanoids and robots... and win valuable prizes!
Humour, bad taste and fast action combine to bring you this pixel-perfect arcade conversion.
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